

SPREAD LUV AL TOLE FORMET SOUTH PARK CHEARTERS SOUTH PARK CHEFFERD SOUTH FORMET THE LUV AL TOLE FORMET SOUTH PARK CHEFFERD S

ARE WAITING FOR YOU AT COMEDY CENTRALS SOUTH PARK, CAREYS LINE STRUCK, SHARK BUTTERED CAME LOVIN' WITH DOZENS OF CRAZY MINI-CAMES TESTING YOUR SOUTH PARK BUTTERED CAME LOVIN' WITH DOZENS OF CRAZY MINI-CAMES TESTING YOUR SOUTH PARK.

KNOWLEDGE WITH OUTRAGEOUS TRIVIA QUESTIONS: AND TELLING IT LIKE IT IS WITH INSANE SUBMILIEST

COMEDY CENTRALS SOUTH PARK: CHEF'S LUV SHACK-

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You barrel out of the fourth turn doing 240 or

It's racing for those with a devilish appetite for speed, precision and 150-mph hairpin turns. You're competing in the most sophisticated and realistic racing experience ever conceived. There are over 500 of the world's fastest cars, including the meanest American muscle cars and the sleekest European driving machines. Each is built according to exact specifications and can be customized to no end. It's enough to make the adrenaline













the powerful Arcade Mode with power slides, burnouts, jumps and excessive speeds. Or for the real fanatic, delve into the deepest Simulation Mode around. There's even rally racing if you're up to it. And remember, in head-to-head racing, there are no friends, just innocent bystanders getting between you and the checkered flag.





SNOWBOARDING ETIQUETTE

with Steve

SPONSORED BY COOL BOARDERS' 4



YOUR GUESTS SHOULD STAY IN COMFORT. NO MORE THAN 8 TO A ROOM.





Experts say that 10 or 12 guests in a room is acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.

 Away from home, be a good ambassador of your fine culture by dressing appropriately. Flannel will accentuate your individuality every time. It also displays style, confidence and, of 3 course, your unwavering



YOU CAN'T GO WRONG

WITH FLANNEL. SMART FOR ANY OCCASION.





opposition to The Man.

SIMPLE PHRASES TO GET POSERS OFF THE MOUNTAIN.

"I think I hear the

"Hey, there's a ton of brie in the

"Did you know this mountain's out of DON'T LITTER THE MOUNTAIN

With

UNNECESSARY TISSUES.



First used by Pennsian shepherds, the Soot Rocket didn't hit the American highlands until the '70s. It's a great way to keep the mountain trash-free while showing your contempt for society. As a house, it provides a tasty snick for chipmunks and marmote.





Another great energy source is the #1 moveboarding game. Cool Boarden #. Make your seal patch tingle with new tweaked out grabs and tricks like method-melona and hand plants. 16 pros including Jim Rippey, Shaum White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickees and all J.P. Walker tear it up on 30 new courses riddled with short cuts, kickees and all sides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Plesse friend have a lowely shared.







When the said, regard, share a growth of with a family. Preferably one in a minima



In the heat of competition, shown flourity, Losers never get the honey





) OUT OF 10 PEOPLE RECOGNIZE HIN 8 OUT OF 9 DO IT THROUGH GROSSHAIRS.

GUNPOWDER-GOVERED SLOPES, DODGING SNIPER FIRE AND INFLITABLYING TERRORIST STRONGHOLDS IN HER MALESTY'S MOST DEMANDING MISSION YET WIELDING YOUR STAMOARD-ISSUE, SILENCER-SHOD 9MM, SEYEBAL KILLER Q-GADGETS AMO A LIGENSE TO USE THEM YOU'RE NOT JUST A SUAVE, SOPHISTICATED JET-SETTER AND LADY'S MAN. YOU'RE A MOVING TARGET, MAVISATING FOR EXACTLY THAT, IT'S YOUR TRIAL-BY-ENEMY-FIRE, SO PACK THE TUX AND LASER CUFF LINKS.

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Unleash Kung Fu fury in Staten Island streets. Chinatown warehouses and ancient temples.





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GAMEPRO WORLD











Could the next tomb Lara Croft enters be her own? Find out in Tomb Rairder. The Last Revelation, her latest adventure. With seamlessly integrated gameplay and FMV sequences, new skin and 5-D texture mapping, diabolical new puzzles and a totally new inventory control system this is a totally new Tomb Raider. Let's just hope it's not Lara's last.





Know the Difference.

This is Rayman', star of the massive 3D action-adventure, Rayman' 2 The Great Escape. Beware of cheap imitations! Only Rayman can save all. Only he can battle the invaders, ride the rocket, hurl fireballs, fly, surf, ski, climb, slide, and more. A world this troubled needs Rayman. So, beware of imposters!









Rayman Consumer Test #86







B. Ray: The Great

"...the most detailed and lush game on the N64 ever."

"...a magnificent, challenging game ... " -GamePro

"...an instant entry for game of the year." -Gamers Republic

"Truly inspired design." __Nintendo Power

A. 4; A. E; A. S; A. I









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FEATURES



The great age returns in Donkey Konz 64-and this time Donkey Kong Island becomes the bizzest Nintendo 64 gameplay environment ever!



A System for the Millennium?

"The Cutting Edge" presents a special report on the PlayStation 2, revealing why Sony's at the ... custing edge of video game technology.



Tis the season for gwing, so here are all the can'tmiss gifts you'll want to put on your wish lists.

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You can't try controllers before you

buy 'em, so Game Pro has tried them for you. Find out which controllers survived our sick, yet scientific, tests. 80 Hot at the Arcades: AMOA '99

Have you been to an arcade lately? In this special report. we preview the hot sames coming to coin-ous next year PROSTRATEGY SECTION



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Pro Skaters, find out how to safely maneuver the streets of San Francisco and
whock the hidden skater. Officer Dick.

Pokémon Yellow Version: Special Pikachu Edition (Game Boy and GB Color)
Here's the best way for you and Phochu to best all the Gym Leaders, the Elte Four. and your rival. Gary

EDGE

Soul Calibur, Part 1 (Dreamcast) If you plan to beat Soul Calibur, you'll need to know these Calibur combos, unblockable moves, and special throws.

WWF WrestleMania 2000 (Nintendo 64)
Learn how to bust up the compedition with nine WWF superstars.

Passwords, codes, tips, and tricks for Ready 2 Rumble Boxeng, NEL Blitz 2000: Mortal Kombat Gold, and more!







Do Sattle in your living room.





OTARGET

www.getintothegame.co

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HOT AT THE ARCAD This issue, "Hot at the Arcades" features a special report on

80 AMOA '99. Take a sneak peek at the best of next year's coin-ops, including Silent Scope. Spawn, and others



As forecold. Messah has come! We also foretell the next wave of hat sames, which includes Indiana lones and the Informal Machine. Unreal Tournament, and The Wheel of Time!



SPORTS PAGES NBA Live 2000 will have a winning season for both the PlayStation and the Nintendo 64, while Knockout Kings 2000 fights-and

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Game Finder



a consignment takes the control is interestable property or consignment of the control of the co



is Here! Luxofins





Now upgrade any Vigilante 8: 2nd Offense vehicle

with extra speed, armor, target avoidance and more!







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Air combat so real you can taste it.





Head Head

EDITOR'S LETTER

Joy to Gamers!

Sony's priming the pumps for the PlayStation 2. Segal: shapping Dreamcasts as fast as it can. Nintendo is keeping its sights clearly focused on games. What does it all mean? Happy

Time and ome again, even as hardware comes and goes, Nantendo has demonstrated that its ability to create popular games is insone. Next door in "Head2Head," Dustin Fabor should be hopey that Nestendo and the dades at Rare have been cranking on the biggest and possibly the best Nintendo 64 action/adventure game of the year; Donkey Kong 64. This issue's cover feature-a hands-on preview of Donkey Kong-will reveal just how for the big gorifa has evolved. Plus, in a very few weeks. GamePros everywhere will have the opportunity to expensate this themselves. lust as Nintendo's preparing to

unleash Kong, Soga's going ape over sales of its Dreamcast system. At press time. Sera was beating its chest about the 514,000 Dresmosts sold and producing I million units by early 2000. That's the way to usher in a milennum! However, we all know it's games that are going to make or break Dreamcast. Sees dealt out a bunch of heavy-hitters to lerite the system's laupch, and if you're wondering what's next, check out our "ProReviews" of Toy Commander, Virtua Fighter 3tb. and Stave Zero in this issue

There's no mystery about Sony's plans for 2000. The PlayStation 2 two is heating up-check out our special feature this issue to find out why. Meanwhile, Resident Evil 3: Nemesis. Tomb Raider: The Last Revelation. NRA Live 2000, and Knockout Kines 2000 will keep PlayStation fans locked into that system for a long time, No matter what your video game affiliation is, 'tis the season to be jolly.

The GamePros



QUALITY NOT QUARTITY

What has happened to the quality of Nintendo 64

games? Merio 64 and GoldenEve 007 were goot. but now the N64 has only cruddy reging gemes. end gemes for little kids. It seems like Nintendo will never get great ones like Finel Fantasy VIII or Street Fighter Alphs. By the time you read this, I will have exchanged my N64 for a PlayStation.

b. Ductin Faher via Internet Nothine's happened to the quality of Nintendo 64

games. You've currously failed to play some great N64 action titles such as Star Wars: Rogue Squadron, Duke Nukem: Zero Hour, Jet Force Gemini, and The Legend of Zelda: Ocarina of Time. You seem to have closed your mind to the upcoming Donkey Kong 64 and Perfeet Dark, too, Hold on to that N64-that way, you can play topposch games for two systems.

DELAY OF GAME PENALTY

What happens to a game while it's delayed? I used to think that companies used the extra time to make their games better. Then I bought Superman 64, which was delayed for e year-end it's one of the worst games I've ever played? Anonymous via Internet

Nice ricochet short You asked a good question and whacked Superman 64 at the same time. As with any project, game developers make a schedule with deadlines. Usually games are delayed because programming and design seems haven't completed their work in time: often, games are delayed because testing has determined that the gameplay is funky. But sometimes, no amount of delay can put off the inevitable-which brings us back to Superman 64.

FOGGY THINKING When reviewing Nintendo 64 gemes, you slweys

take points off your grephics rating because of for Fog is created for atmospheric effect: fog is scary. When you can't see whet's heppening in front of you, it's freaky. Do these gemes scare GemePro re-

viewers so much that you subtract points for fog? David Trinh via Internet



most cases, fog is a programming technique used to mask the inability of software to produce background graphics quickly. And let it be known that GamePro reviewers over the age of 26 are not afraid of fog (while deadlines do inspire ereat fear in editors of all ares).

patience pays off I'd like to respond to the complaints you receive

about gemes being released first in Japan (see "Head?Head?" September). Aren't the American versions usually a bit better? Final Fentasy VII, for example, had two more end bosses, an easier-to-use Meteria system, end improved mini-games. I don't know about other gamers, but I would rather wait e little longer for e better product. ► Exar Kun4 via Internet

Obviously, you know nothing about rarange (but everything about gaming).

Seeking Cheap Advice

I'm writing to you because GamePro editors ere the professionels. My problem is that I have an obsession with video games. I love them. I own just about every system and can't wait to buy the Dreamcast and the PlayStation 2. Do you think I have a problem? ▶ Joe Boo

Army Post Office, AL

Whether or not you have a problem depends on your definition of "love," but at least you're not a "Sour Graping?" Read the next letter and feel better about yourself.



I'm not impressed with people who criticize video

game consoles. I suspect they put down one console system because they own one end not the other. These people ere biased. On the other hand, I don't have the urge to put env system down. Why? Because I own ell of them-the Genesis, 32X, Seon CD, 3DO, Jeguar, Saturn, PlayStation, Atari 2600. SNES, etc. If e person claims to be e herdcore gamer, they're not likely to say something unfavorable about eny game system. Otherwise, it's "Sour Graping"! I'm going to get the Dreamcast, the Play-Station 2, and the Nintendo Dolphin. And yes, I'm e self-proclaimed hardcore gamer.

► Tex1597 via Internet You're modest, too,

YOU're out!

During e game of Triple Play 2000, one of my batters was hit by e pitch. A question instantly shot through my head: "What if a baseball game had a





For icy cool breath that lasts. Winterfresh.

Head2Head

secret code that would ellow brawls to take place?" I'd love to see players run out of the dugouts end use Gatorade coolers to elem players on the other team. I think that would be entertaining.

► JR033199 via Internet

Are you saying EA Sports should dust off the Mutant League Sports brand? This is what's wrong with America instead of smely playing baseball to enow the purity



of the game, you want to get off on hotheads swinging Gazorade coolers! If EA Sports ever did that, Major Lengue Baseball would nuke its license in a flash. You'd probably like a fire and dismemberment code for NASCAR 2000, too.

NUMBER CRUNCHING

In the "PC GemePro" proview section of year Auquest issue, I noticed numbers hidden in the background of the Cusike III Arens eriticis. The same numbers are on the following page of that issue as well. Then, I your September issue, I saw them again in the same section (see, for example, the preview of Frecepace 2). I'm guessing this is a code, but what does it mean? "01010000 01000011 00100000 01000111 01100001 01101101 01100101 01010000 01110010 0110..."

► Pete Washuta Jr. via Inter



empty thir degouss whenever a batter gets beaned in Triple Tay 2000, Seriously, here's a limit. This size four digits you're missing are "IIII." What does it all meas! Well, that's for you or some other clever reader to figure out. The person who sends in the first complete solution will get a GamePro Tehric See! It pays so read between the lines—and to study binary meth.

Attack







Nicolas Valenza, Yardviše, I



Tell Us What You Think! This is your magazine, so tell us what you'd like to see in it. Send your letters to: GomePro magazine Dear Editor P. O. Box 193709 San Francisco, CA 94119-3709 We cannot publish all letters and e-mail messages, and we cannot send personal replies to your letters or e-mail.

The

issue, keep an eye out for a dirgreen't look to our writers' personas as we put on a new face for
the new millennium. Some of your
old fevorites will get makeovers,
while some, like the Rookle
here, will transform into
video gaming bruisers! Ether

GamePre crew



Don't let this happen to you. With the new YOU DON'T KNOW JACK®, your PlauStation® came console may just be a life saver. Not to mention, one of the greatest party games ever invented. (Nude twister comes in a close second.)

One, two or three plauers at a time get scorched by JACK's surcustic same show host. You and

your friends wrestle over more than 1.400 seriously bent trivia questions on two

If only he'd suggested YOU DON'T KNOW JACK.

CD's, while the rest of the party cat-calls, taunts and fights over who gets the controller next. So next time you throw a party, get YOU DON'T KNOW JACK and nobody gets hurt



RERKELEY.









It's the holiday season, yet some Dreamcast owners aren't very merry. Their games have been plagued by a manufacturing screwup, and bugs have been found in some of the popular titles. Let's hope our readers will find yuletide joy with the solutions Sega offers below.

SUBMISSIONS

As Garretto, listering is what we do best. When you have a problem with a product or feel you've been rinned off, we want to know. Write to: GamePro's Buyers Beware P.O. Box 193709

5an Francisco, CA 94II9-3709 Or exmell us on

buyers_beware.gamepro@gamepro.com

YOU MAKE THE CALL

Haviny problems with hardware or software from Spry, Nintendo, or Spra? Here are the gustomer service numbers to call: Sony: 800/34S-7669 Nintendo: 800/255-3700





Sega: 800/872-7342

GamePro readers should know the ing irks the Dog more than finding bugs in and the new Dreamsest sames are no them, it also seems that NFL 2K, Ready 2 c, and Mortel Kombet Gold con ances that gamers can't stand. Below are the known ems along with solutions provided by customer service reps

ONE DAY AFTER the Dreamcast's faunch, Sega's customer service hodine was flooded with complaints that games were not working on the new system. Sega advnowledged that a small percentage of Dreamcast games weren't working and blamed it on a manufacturing problem, Games affected are Blue Stower. Hydro Thunder, Ready 2 Rumble. and Sonic Advanture, and Sera offers the following solutions to arryone who encounters a defective come: "Sega sees any problems as an unacceptable situation for our customers

and encourages consumers who do encounter a problem with Sonic Adventure to take the software back to the retailer they purchased it from for an immediate exchange. If you're having problems with third-party games (Blue Storer, Hydro Thunder, or Ready 2 Rumble), you can either exchange them at the store you purchased them from or contact the company that published the same." Here are the numbers to call for a replacement disc

Sonic Adventure - Sega: 877/383-3291 Blue Stinger-Activision: 888/402-8951

Hydro Thunder, Ready 2 Rumble-Midway Home Entertainment: 903/874-S092

This sure doesn't look good for Sega-launching a brand new system with defective games will biss off many consumers. At least Sera has openly admitted that there are problems with its software, and it seems that the gaming gant is doing everything it can to help its customers.

Sega Alerts Consumers

If you own a Dreamcast, you'll want to familiarize yourself with Sega's customer service Web site, which is also accessible through the Dreamcast (www.sega.com/customer_service/index.shtml). It provides phone numbers to call for up-to-date Dreamcast info, an e-mail form for complaints, and a public bulletin board where people can exchange game advice. The most amportant part of this site, however, is the area called "Consumer Alerts" where you'll find a wealth of helpful information about the Dreamcast and its accessories. You'll find out why a temperature change can affect the VMU unit or why it may be unsafe to hook up a Dreamcast to a projection television. This is a site that every Dreamcast owner should visit

Problem: Can't select item: from the pause menu with the regular directional pad while in multiplayer mod Solution: "Use the analog stick

to highlight the option you want and then press the A button. You'll now be oble to use the directional pod to ight obtions for the rest of the same."

em: The music skips Solution: "Turn the music off or exchange the game for a new one,"

ings after the game is beaten tion: "No solution. Mortol Kombot Gold doem't hove o save obtion. When you turn the system off, your game is



































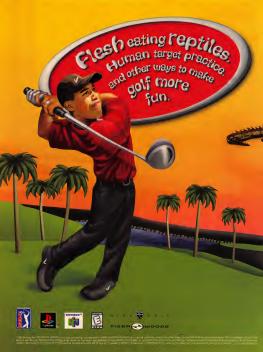
















oving targets accuracy and power in the Shooting Gallery.







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- 1 Lojal: Playbitibun ann the Strybuffign toger une expetitive ferfenntite of Sang Computer Entertoloment the. SuperCross Circuit, 198 Sonite des 2006 described by Flori Special Structure of Sang Computer Entertoloment Appeler for Appele and the Wing Japa and registrated

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COMPETITION what the dirt's for.



















He toasts his enemies one by one. And this time, he's not taking any prisoners. Spyro is on a rampage in the air, land and sea. This is one fire-threathing dragon ready to take on the world. Spyro 2: Riptos Rage! It's tast it's fierce. It's where second-degree burns are



less with him and ou'll get burned.



NPRONews

Console Wars 2000: Reports from the Frontline

Dreamcast earns, PlayStation 2 burns, and Microsoft yearns...





Nake that South the Hedgehop, Sopa amounced that it tool \$97 million worth of Orannesst passdouring the systems find any availability, Including over \$9,000,000 medics. An \$70 Sty or VI and in the U.S. were said out of Orannesst systems by 1 p. m. on September 9. Soga in their reported that a silker nuclear Style or Style Styl



PlauStation 2 Debuts

Nact four days after the Demancest was Issunched, Sony wowed the crowds at the Tolipo Game Show by producing prototypes of the PlaySustan 2 (now like official rame). Despites skepticine about the consola's price and chip availability, the system lived up to the design specs and promises made earlier this year. Sony will sunch the system in Navch in Japan. For a detailed report on Sony's plans for the PlaySuston 2, check doub the feature "PlaySuston 2.8, System for the Nilleminim's this sizes.

Microsoft To Make Console?

38

Rumors have been beziring that Bill Gates' PC software monolish Microsoft is Geoleging a new game console, code-named X-Boo. It's believed that Microsoft has already spoken with several developers, including Squaresfort, about the project. Supposedy, the system would be designed by Microsoft, powered by PC processors and sparkies chips, then manufactured by traditional computer companies same components, but different branch on the boast.

Microsoft has recently produced several high-quality PC game controllers and provided the Windows CE operating system for Sega's Dreamcast—a platform that Microsoft has a stake in seeing succeed, which makes the X-Box all the more interesting. Microsoft, of course, had no official comment on the rumors at oness time.





Flashbacks from 10 Years of GamePro

Dolighful Decembers 1930: The Payet Sound Business Journal reports that 70 percent of all Assericas houses with children between ages 8 and 15 own Nintendo products.

homes with children between ages 8 and 13 own Nintendo products.

1992: Sage releases Soals the Hodgehog 2 for the Genesis.

1996: Sony ships the PlesSation in Japen, priced at about \$330, Within six months.

Sons chims to have sold over 1 million consolas.

Bothonic Arts attent that Medden MR1 36 and MR1 36 will not be released on the PlatSolion for Islina to meet minimum quality standards. A consolataly reprogrammed version of Medden appears the following year.

 Sonz envisions that PlayStation hardware and software revenues have exceeded \$1 billion.

1997: An episode of the carbon Pokimon biggers epilephostale considers in over 600 viewers throughout Jepen.

1998: GavenPro reports that Beconsider Arts will not be releasing Thrit Kill for the PhriStrian due to its "Enconstriate content."

lest issue: The future, reported in monthly installments



Pokémon Nabbed in Racketeering Scam...Sorta

Gotta catch 'em all...because Pika needs a new pair of chus? Believe it or not, four San Diego parents have filed suit against Nintendo, Wizards of the Coast, and 4Kids Entertainment, alleging that the Pokémon tradingcard game constitutes gambling. Since packs of the cards contain randomly inserted and valuable rare cards, the lawsuit suggests that it's therefore a game of chance that kids must pay to play. "It's nothing more than a lottery disguised as a kids' game," said Kevin Roddy, a lawyer with the firm of Milhera, Weiss, Bershad, Hynes, and Lerach, which has filed eight lawsuits against other trading-card companies in the past. Richard Flamm, general counsel for Nintendo, called the suit "baseless" and did not expect the allegations to stick. Professor Oak, long rumored to be the boss of Pallet Town's seedy under-

world, was unavailable for comment.



Sonic Action Figures

ReSources is at it again. Sega's main hedgehoo speeds to the action-figure market to commemorate the selesse of Sonic Adventure for the Dreamrast, Sonic's sidekicks, Talls and Knuckles, also make appearances with striking detail and a style that matches the characters' Dreamcast-era



Even we had to bush back in mid-

September when the new GomePro store in South Carolina first opened as doors-and then immediately boarded them up to prepare for Harricane Royd, It was less of a Grand Opening and more of a Grand Closers But hey the storm was rated a 5.0 The Babylon 5 space shooter for the PC was cancelled by Sierra. Air Hendrix doesn't want excuses, or even answers. Air Hendrix wares blood. • A representative from Midway recently told us that the company's not doing any more arcade games that won't head home shortly after the coin-op run. So much for cool, unusual ideas that would actually make you want to leave the house to play sames, buh? And while it does make safe business sense, if all you're really done is creating home franchises, why make arcade sames at all? * Sera bossted that its Dreamcast sales blew away the ticket and use sales for thines Nor The Phontom Mesons and the Mac One problem, folks: Neither of those are video game consoles, so it doesn't mean source What a Notant rase of companys Apriles to oranges! + The GomePro and GameProNorld gang is happy to support the SETIRHome project, even if you can't use a PlayStation to interpret signals from space. Check it out at www.sethshome.ssl. berkelexedu. • 3D6/s new ad campagn, armed to convert console gamers, makes fun of...console gamers. Yeah, good plan, guys. .

PlayStation 2... PlayStation 2... Play-Supon 2...PlaySupon 2...PlaySta

GamePro Reader Gets Lucku with Lara Croft

And you thought we were kidding. None, it's true-James. DeMar, a 15-year-old GamePro reader from Georgia, was the lucky grand-prize winner of our 10th Anniversary Reader Sweepstakes. His once-in-a-lifetime reward: a date with Lara Croft herself at the Hard Rock Café in Orlando, Florida, James enjoyed a limo ride to the restaurant where Lara was waiting; he left with a boatload of Eidos and GomePro gear autographed by Lara. as well as memories of the

most distracting bunch of all time. For more photos, check out GameProWorld (www.gamepro world.com).

RATING: 5.0

If you're heakerin' to blow away some badess zombles in House of the Dead 2 for the Dreamcest, this light-gun

is a great option. The Starfire features a sleek Blade Runner-Ish look, a convenient reload trigger, and a comfortable fit. You'll find four blester settings, a

directional pad for manu nevigation, and a slot for your VMU, too, As for performence, the SterFire is up

to the task-you'll be pickin' off undeed soldlers in no time. -The Enforces Price: \$29.99 Contact: Interfict, 410/785-5661, www.interact-so-

WAT Attacks PlayStation Pokémon Snap Minmada 64 Pokimon Pinball Gama Boy Color Green Boy Pokimon Blue Pokieron Port Game Boy

Medden NFL 2000 NC44 Football 2000 EA Sports Nintando 64 Nintendo NFL GameDay 2000 PineStation 989 Studios



NET PRO

It's hunt or be hunted in this assassination showdown-and only the smart will survive.

By Ash



id do the same to take





HEN MALF-LIFE'S Team Fortress Classic mod first appeared, most players skipped over those matches set on "The Hunted" men. After all, this assassination-themed sub-game provided less instant grapfication than flag capping or base invasions. But now, the subble strategy that kept the average shoot-always-

ask-questions-never gamer away is drawing him back to discover The Hunted's hidden depth.

The Hunted's group of "good guys" includes a weak presidential figure armed with only an umbrella, who must be exported from one end of the map to the other by his bodyguards: heavy weapon guys, medics, and soldiers. The "bad guys" consist

of up to five snipers who must attempt to assassinate the president while he's en route to the escape truck. If the president escapes, he and his bodyguards get 50 points. If he dies, each assassin receives 25 points. Simple enough, right? Not quite.

All it takes is one headshot from a sniper to bring down the big dogand then the same resets. So the bodyguards must clear the area before the prez stumbles out to take a rifle round in the nowin. Conversely, the assessins are real wusses in melec, so they're forced to perch and pick their shots. The default map is based on the Half-Life's Surface Tension level, a perfect layout of twists, turns, and tons of hiding places for the assassins. Of course, you can always download

Stenithu Strategies # you play as a heavy weapons guy on a medic, stay close to the prez so you can heal him or even take a bullet. As a soldier, you should run ahead to scout and flush out dormant snipers. If you're the president, stay out of sight and don't be afraid to run back for cover-after all, once you're dead, that's it.

more maps.

Snipers, meanwhile, should simply be patient. Find a nice nest where you have full view of the president's path and wait. All it takes is one good shot for victory. If you're the anxious type, you can try to ambush the prez viz vents and tunnels, but that shouldn't be your main method of attack.



Sneak and Destrou Play this map the way it was meant to be played. If it's full of gung-ho nitwits running around like it's a deathmatch, The Hunted ain't much fun, Played correctly, however, it can be the best game in Team Fortress Classic. G

Hunting the Hunted URL: www.sierrastudios.com/rames/tfclassic/

System Requirements: Wws5/98/NT, Pentium 133, 24 MB RAM, 20+ MB on HD, 32-bit Internet

Available: Now



Know you're gonna score.

It's a done deel. That het new releese you're drauling over will scan be yours. You just found www.edward.com, the planet's most reliable source for gomes, guides and accessories—plus up-to-the-minute release dates, online news and reviews from fellow gamers. (What more would you expect from the people who brought you Electronics Boutique?) Whatever you need, know you're game score it here. We'd never lessey you, man.



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AOL Keyword: EBWorld

BLRST VISOR & HELMET

A PEUMEI Presure per fir high speeds ord heards—exploreds, land, codesides, high voltage attacle ord more

13 Ghz postonic chipsel. Problem solves on the flu. Even designs and incles rollercosters.

VISION

Hereotypes 30 vecnor Deserts the finet. debuts in Mil color. Parlet for powing pression furting and origisting.

Fully fundored been

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84

On-board fingel fusion Reactor No refueling or rethorging necessary.

GVRO ORBS Riberred cuclore belone Superoguldone integli nornou, even bestering places



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IF YOU THINK HE IS FULLY LOADED **WAIT UNTIL YOU SEE THE AMUSEMENT PARK.**



and non.





In combat life or death is other a splij-second choice. You're on a COVER operation for Military Intelligence with 12 unitionite WWII Weapons at your minure at



Your mission: execute higheisk rescues, evade Gestapo search parties, and sabotage enemy U-boats. All to cripple the Nazi regime me entre freedom



The entire

offen change in the balance, so, dig in soldier. You

can either shape history, or become it.









Donkey Kong is ready to lift the N64 on his shoulders and

is big gariff or November 22. This right, Dankey Kong's brick! And in Dankey Kong 64, he's bigger than ever

ight humongous worlds in an epic to Nintendo, Donkey Kong 64's





crash through the video game jungle! By Undercover Love The Legend of Zelde Couring of over, to help marrigo the graphics twerhead, DK64 will come bundled with a Nintondo by Expansion Pax

IT'S A K. ROOL WORLD made in a pearance in the three Donkey Kong Country carts for the SNES. The programming boys at

prisoned four of Kong's pais. Diddy Lanky, Tiny, and Chunky, And to add insult to injury, he's ripped off Kong's heard of Golden Baranas, too.

JUST GO APES



Kongs to take on this game be Dankey Kong talind

It's going to take five characters to defeat K. by the four brave banana-burner barrels, but each one will also have each of his friends so they can enter



K. Roof's Kremlings ere back, and even little Tiny



SIMIAN SIDEARMS



MONKEY SEE. MONKEY DO

you'll play the original cois-op version of Denkey Kong.—and you'll take to best it to advance. Thus entire bit of code will be pers of DK64! In addition, Kong will contain a couple of very cool multiplayer con-cess that mimic Super Smash Bros.

THE KONG-OVERING HERO

voel vantage your trek.











PlayStation 2:

ory recold like to begin a new up in digital software the many time of the processor of the processor of the processor of the interperation processor. A pour hore to like to division. The FSQ will known on Harth 4, 2000 in The FSQ will known on Harth 4, 2000 in The FSQ will known on Harth 4, 2000 in the Like William of the Harth 4, 2000 in the Like William of the Harth 4, 2000 in the

In sums of processing speed and graphics, capables, the FSX till low the does of its predecessor. The 128-bit "Encoro fineme" CTU will continue the property of the property of the colors 12 His Of The RDAPK and the graphic chip runs at 14B PHX. The above is approved by a addressed. 14B of enclosed cache VARA! By comprisent, our converte Migrosian runs at 33 and the processor, and the processor is a convert and of the currow. Psychosohol. CTU at an 10D OrVAMA! In fact, the PSZ uses an enhanced vission of the currow. Psychosohol. CTU at an 10D processor, just one will just of an overall procomputative, will be simply no problemo for the Psychosohol. 2.



Telcken Tap Tournament for the PlayStation 2 flexes as graphic muscle with spectacular visuals that easily risal those of the exceds version.

More Than Games After endowing the PS2 v

After endowing the PS2 with such raw processing power, Sony is surprising no one by positioning the Play-Station 2 as more inhome entertainment system; instead of just a game



quare will kick off its PlaySi in action game.

machine. The PS2 will be DVD-compatible—and, yes, you will be able to watch DVD morke with the unit. The PS2 will support CD-ROMs, DVD-ROMs, and PlayScapon CD-ROMs, along with audio CDs and DVD-Wideos. HII read CD-ROMs at 24X speeds, and DVD-ROMs at 4X seeds.

and DVD-ROMs at 4X speed.

Looks Aren't Everything, But...

That's on the inside. PlayStation 2's design has so far rametered mixed reactions. With its black color

and grooved face, the unit looks more like a tradiciousl scarce system component than a new zening system, instead of a fleptop unit, the PS2 will sport a loading cruy in the fonce. At 12 inches wide by 7 inches long by 3 inches deep, the unit is wider than the current Physbotion and sits highor. It can function while placed on its side, and there will be an optional state.

As for input and output, the PS2 will be state of the art with two controller ports, two memory card ports, two USB slots, one firewire slot, and a Type III PCMCIA card slot.

Hardware Extras Another intriguing aspect of the PlesScation 2 will

be its peripherals. The Dushhock 2 (DS2) conroller looks identical to the old model, but everybutton (except Start and Select) and the directional pad are analog—that is, each button responds, differently depending on the amount of pressure searced on it. The FS2's memory card will also be a sup-up from the one used for the old system it's an 8 MB card that can store more data than a Nancado 64 Controller Pak; and

Other PlayStation 2 Games in Development in Japan













A System for the Millennium?

Sony has anveiled the next-generation PlayStation, which is slated to launch in Japan early next year. Buckle up and prepare to enjoy the ride!

according to Sony, it can move data to and from the PS2 system 250 times faster than the pre-

vious PlayStation memory card. The DS2 and memory card will retail for 3500¥ each (approximately \$35 in the U.S.). While the system lacks a built-in modem, you'll be able to hook a mode

to the system via a PCMCIA slot located on the back of the unit, and the system will support cable moderns Sony is working on a network setup, too, but that service won't be up and running until 2001. That's one of the reasons no modern will be bundled at launch: Connectivity requirements will almost certainly have changed by the time the service is working.

Show Me the Games! Yes, the tech specs are impressive, but what ramers

really want to see are games. Fortunately, it looks like Sony is planning to deliver some awesome games at bunch-most notably Gran Tursmo 2000, Telden Tar

Tournament, and Street Fighter EX3 The Gran Turismo 2000 demo featured eight cars racine on a track simultaneously. The amount of detail on the surrounding buildings was excellent as cars sped down the track at 60 frames per second unhindered by pop-up or clipping problems and without a trace of slowdown. The aiphs version had three available views: cock-

pit, and tight or loose behind the car. Tekken Tig Tournament should be another crowd-pleaser. Visually Telden away with sharper graphics and



an Turismo 2000 for the PlayStation 2 looks like It'll be

and one memory card, th PlayStation 2 will make its debut in March 2000 in Japan. loaded with details right down to the variety of their garbs. The fighting backgrounds were also assoundingespecially Eddy Gordo's stage where you could see individual blades of grass! Telden Tay's remeably was identical to the arcade version's, and each char-

actor retained his familier set of special moves and linking combos. While not up to the graphic prowess of Tekken Tag Tournament, Street Fighter EX3 also looks to put in a strong showing. Although the texture maps weren't quite as detailed as those in TTT, the character desires were faithful to the 2D onvinal's, and the familiar

controls were dead-on. Of course, these games are just the tip of the PS2 icebers. Other titles in development include Mobile Suit Gundam Star. Orean 3. Bloody Roar 3. Bomberman 2001, Darius III and IV, New Ridge Racer, Tenchu 2, Ninja Gelden, and New Cool Boarders (see sidebar below, "Other PlayStation 2 Games in Development in Ispan").

Start Your Motors Sony's clearly gunning for the numer

uno position in the next-gen console wars. Although it remains to be seen how the public will accept its initial asking price and how large Nintendo's Dolphin will loom in the background, the PlayStation 2 should be able to take on all comers. @

PlayStation Z Specifications

294.912 MH Direct RDRAM

32 MR D CG Geometric 64 million polygons per second

147.456 MHz che VRAM 4 MR 46ch plus

amber of Voices 4 MB Sound Memory: UO Processor

33.8668 MHz or 36.664 MHz (sele 2 MB

CD-ROM 24X speed Via PC-Card (PCM









Clock Frequency:

Device Speed





Symptoms of Fear:

Perspiration

Zilation of Pusids

Trembling Nansea Loss of Appetite Dry Month

Remember, the only thing to fear is feat itself. Especially in this deathy mecrenary mission where your own emotions responses determine what happens next So go ahead, make your move, Just be sure to keep your fear in check.













NON-INTERRUPTED GAMEPLAY for more debilitating action in handy for the

THREE RUTHLESS MERCENARIES whose destinies you control



TECHNOLOGY. Pre-rendered, real world.





SUSPENSE/ACTION ADVENTURE game Beyond your realm of fear. Beyond any

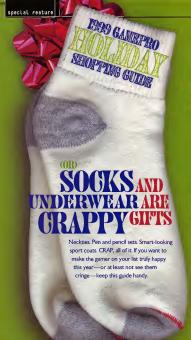












PLAYSTATION SOFTWARE

CTR: Crash Team Racing (Sony Computer Entertainment

artoonesh characters in tiny cars relding funny weapons. could this ie PlayStation's Mario Karti? Yes-



O Urisis

lenosaurs have that universal ap eal—everybody finds 'em scarg lus, the old thrill of hunterihunte

egend of Legaia

America) \$39.99 Most role-playing fans have grabbed Final Fantasy VIII by



al of Honor

Sectronic Arts) \$39,99 his WWII shooter feature se most tense first-person

BA Live 2000

are about your sports rans to sing? If you give them the I boil game since 1992 with Mi



Sled Storm

Even hardcore racing fars might have missed this wild one, which does fo snowmobile racing what Crash did for marsupals. It's a sleeper worth



(Sony Computer Entertainment

The little purple powerhouse returns for another round of breathing fire and roasting sheep. Cute, yes, but don't underestimate as satisfying 3D platform-style action.

Tony Hawk's Pro Si (Acomon) \$39.99 Arcade-style skate/boarding of Jordan of boardin', Tony Haw

he couch

Americal \$39.99 PaRappa's six-string sec more musical gameplay, option, and tougher that it's still easy for players



You Don't Know Jacki

be PC fevorate has finally come to a possible —with all of its starky humor into: Part pop culture, part high culare, it's a great party trivia game

AYSTATION



colest
cripherals
wer invented
look this sucker up to your PC, sh
a memory card, and whamf—you
we tons of backup space on your har

e-mail those files to friends Sorry Ma owners—you're not compatible yet GameShark Pro

Chescher) \$45.99

The classic chesting tool his been judited with much more than just firsth codes Now inquiring minds can poles around the CD to find cinemas, audio tracks.

PLAYSTATION

BLOCKBUSTERS

blony Wars ygnosa) \$19.99 w of the finest flying shooter a PlayStation, bar none, Wh

Croc Fox Interactive) \$19.99 Three-dimensional hop-n-bop actio at its finest. If Mano were a greet

Gran Turismo (Sony Computer Entertainment Amenica) \$19.99 This stunning street-rocing simulation set the standard for future dire-

his stunning street-racing simulaon set the standard for future drivg games—if they can displicate it, ingity replay value makes this worth very cost.

NINTENDO 6-I SOFTWARE Beetle Adventure Racing (Electronic Arts) \$54.99

Beetle Adventure Hacil (Electrose Arts) \$54.99 New Beetles: They're cute, they're colorful, and they leave San Francisco Rush in the dust. The newbe-frendly arcide feel gives it digital fahrvergrugen.



Destruction Derby 64
(THO) \$49.99
Can-crushing fun for young and old
able with a fun twist that encourages
head-on collisions during to-based

races. This one has "sleeper pointed all over the hood. Donkey Kong 64

(Ninsendo) \$59.99 The big ape finally arrives on the N64

The big ape finally arrives on the N64 for some hi-res platform adventure. Expect quality 'cause Mincendo doesn't monkey around with its mascots. Jet Force Gemini

The scrif shooter features visuals so sweet, your eyes will get contres. Thank goodness there are 120 stages of highcaliber action to back it up. A sure his. Knockout: Kings 2000

(IA Sports) \$49.99
The greatest henryweights of all time slug it out in this arcade-style boxing game. It plays as good as it looks.

Mario Golf
(Natendo) \$49.99

(Not as boring as real golf, but not as pathetic as ministure golf. A light tone and simple interface make this one fun for everyone Mario Party

(Nircendo) \$54.99
A digital board game that will leave you anything but bored Several action-onenced man-games make



Super Smash Bros.
(Narcendo) \$49.99
It's something many fans thought they'd never see—Narcendo's most

famous muscots duking it out! A great party game for puglists The New Tetris (Narcedol \$49.99

It's the same old game of falling bricks—times four. Multiplayer merriment makes the a great way to foster atting really WWF WrestleMania 2000

(THQ) \$59.99
Can you say "high-flying, skull-bashing, wrestler-creating, option-filled slag-fest?" If not, you'd better learn—all the jabroels will want this one.

NINTENDO 64 ACCESSORIES

TiltPak (Pelson Accessories) \$19.59 With this combination of a gravitysensitive Rumble Pak and a passthrough plag you can use your exist-



ing gamepad to control onscreen characters with a simple twist of your wrist. Swoop down on Impenal Wilders in Rogue Squadron or blast the baddes with a quick turn in Viglante 8, all without touching the directional path. Almost creepy—but definely con-

DexDrive

What works for the PbyStation also works for the N64. Put some of that free space on your PGs hard drife to good use—store your N64 saved games, custom playbooks, and other important data on your computer or sind those files as e-mail attachments to friends, lik a very clever idea that any N64 owner will appreciate.

VINTENDO 64 BUDGET BLOCKBUSTERS

1080° Snowboarding

Nintendo's good hit is still the best way to swoosh down the virtual slopes. The wealth of challenging



The Legend of Zelda: Ocarina of Time

it's hard to imagine that any selfrespecting N64 owner doesn't already have this one on their shelfbut if you know a newbe, don't hestate to give 'em this.



Star Wars: Roque Squadron

What gamer doesn't want to pilot Luke Skywalker's X-Wing! A recent cheat code also lets gamers unlock the Naboo Starfighter from Episode I (see "SWATPro." October)



DREAMGAST SOFTWARE

ogar-chomping six-legged dogs

Midway's arcade basketball legacy lives on with this simple and reward



a must-play expenence Power Stone

a nontechnical fighter for anybody at their opponent

Ready 2 Rumble

gamepky so fast it'll make

Soul Calibur



traveling autos from the future in this DREAMGAST

Visual Memory Unit

to bulky wheels.

PG SOFTWARE

Age of Empires II: Age of Kings

Part Civilization, part Command & Conquer, the sequel to one of the most engrossing real-time strategy games ever will beep wannabe Machavellis up all right.

EverOuest (989 Studios) \$39.99

It's hard to argue with the replay value of a same that doesn't end For a deluxe gft, spring for the first three months of this online RPG's



Indiana Jones and The Infernal Machine

Indy's next quest won't be on the silver screen-LucusArts is bringing New to 3D accelerated PCs everywhere. If anybody can wrest the action/adventure title from Lara Croft, it's the man in the felt fedors.

Midtown Madness

The city of Chicago awaits exploration-and there's no pesky track to fence you in. Realistic traffic and reccombable landmarks make this a freeform driving joy.

Ouake III Arena

The long of all shooters returns, this time to claim the internet as its throne. While a multiplayer-only game is still something of a gamble (make sure the gift recipient has a moderni), the Quake sames have a history of secting precedents

PG AGGESSORIES Dual Strike

This LISB. who changes the rules

flying, and driving games. A ball joint on the right half of the pad swivels to replace the mouse, but offers as much precision. Console fans, your PC controller has arrived

Looking for a new twist on ouzzle.



D 0×10 CO

GAME BOY COLOR

Worm Light

accessory offers a new rake on light providing a bright white light with



CAN'T-MISS GAMER GIFTS

"necessities"?

FOR THE GAMER WHO HAS EVERYTHING... Unusual Gifts for Unusual Gamers

An arcade machine (price varies)
Come on, you have room in the basement for one of these belies, don't you! No metter how advanced home games become, coin-up classics will always pos-sess a touch of magic—and many great games can be yours for the price of a Drenmost. Check you Yellow Pages for "Amusement Machines," surf to www. tramusement.com to find upcoming auctions of old equipment, or go to www.basementarcade.com for general info about coin-op collecting.





Mami? Game/Works. Las Vegas? Game/Works. Rio de Janeiro? Yep, one's coming there, too. No de juneior fee, ones coming them, too. The ultimate destination for gamers ha dozens of delace simulators and classic coin-ope, minus the coins—all games run on a rechargeable "smart card" system. There's also food and fine distilled spirits for when you want to rest your eyes. Check www.gameworles.com to

Quake III Arena Carmack's Ferrari, but at



Not your average reindeer games





























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amePro's 2nd Annual

All game controllers are not created equal. In our annual showdown, only the strong will survive. By The Editors of GamePro

A HOEVER COINED THE phrase "use only as directed" has never played video games. Sure, if you treat your game controllers with respect, wipe them clean after you play, and store them in little volvet sacks,

they'll work for a long time (provided they're not lemons to begin with)but who hasn't kicked, thrown, stepped on, spilled on, or otherwise abused their sole link to gaming action?

Knowing that even everyday use can sometimes get a bit "extreme," the GamePm editors devised a two-stage test-mad-scientist experiments. really-to determine which pads, sticks, and wheels so beyond the call of dury (not to mention logic). If they still functioned after our plastic pursatory, we reasoned, then they'd be worth your hard-earned dough.

age 1: Use

vStation Controllers InterAct Barracuda 2 Dual Vibration

Pros: Fat grips and solid frame. Programmable burrons

Cons: The analog sticks are too sensitive. and the diatal pad is too stiff, make ing movement difficult. Also, the

buttons stick, causing slow response. Rating: LS



Pros: Smooth digital pad, Slow-motion and turbo buttons

Cons: Awkward to hold when using both trigger buttons. The analog sticks are too far away to handle correctly.

Rating: 2.5



Price: \$24.99

Pros: Rubber grips. Auto-fire and slowmotion capabilities Cons: Stiff digital pad and slow button

Rating: 2.0



Price: \$24.99

Pros: A lot of numbing Comfortable grip. Cons: Buttons are too dose together. The

RI and LI buttons are impossible to press because of their locations. Rating: 2.5



Pros: Impressive (if superficial) silver

color Satisfactory "Double Shock" Cons: Feels like it'll break in your hands

The analog controls were very higand-miss. Plus, the R1 and L1 but-

ton configurations occasionally didn't match those in the games Rating: 2.5

Price: \$17.99 Pros: Turbo-fire, Dual Shock, analog, and NegCon capabilities all in one controller.

Cons: The Dual Shock makes a buzzing none, and the control and is very loose. The Start and Select buttons are also awkwardly placed on top



Rating: 3.0

of each other.

Pros: Great analog stick, perfect for driving cames, Turbo button, Rubber erros. Cons: All the buttons stick.



Photography by CyberWench

Controller Torture Test



Price: \$19.99 Pros: Soundy nubber grip. Nice analog controls and button response. Cons: The digital pad is tight and hard to monether



Sony Dual Shock Analog Control

Pros: Solid frame. Quick button response. Comes in an assort ment of slick colors. Cons: Short grips Rating: 4.5



Peripheral Plck prise that its controller wins. Performance's Dual Impact came on strong for a close second-its cozy grip makes it an in-house GamePro favorite.

Pros: Most comfortable overall fit for hands of any PlayScation game pad. The analog stick works great, and button response is Cons: The devial and is too stiff.



Deluxe Joysticks

Mad Catz Joystick

Princ: \$79.99

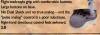
Rating: 2.0

Rating: 4.0

Rating: 4.5

Rating 3 5

Pros: Flight-stick-style grip with comfortable button Large buttons on base Cons: No Dual Shock and no true analog-and the "pulse analog" control is a poor substitute.



Reting: 4.5

Wide, stable base with large buttons. Auto-fire and slow-motion. Hidden memory pak slot. Cons: The stick screws into either the digital or analog port, one at a time



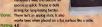
Prine: \$29.99 Pros: Auto- and turbo-fire for every button, Slow-motion, Wide, sturdy base. Lengthy cord. Comfortable knobby stick. Cons: No analog or Duel Shock



Price: \$34.99 Pros: Built-in Dual Shock motors, Strong frame. The buttons are placed to fit the hand comfortably. The loystick responds to

a tee, so it's perfect for fighting games. Slow-motion and programmable buttons Cons: No analog stick

Pros: Perfect areade feel. The stick maneuvers well and button re-



what system you own, you if you're looking for a more aread style feel. Most of the sticks we tested ade the grade, but the Pro Shock Arcade took too honors



Dreamcast Controllers

Price: \$29,99 Pros: Fits hands nicely. The analog stick

works great. Programmable buttons and auto-fire. Cons: The trigger buttons are too tight

and slanted, and the top buttons are small and too dose together. Rating: 3.0



Orleo: \$77.99

Pros: Ergonomic fit. Rubber grips ensure a solid hold. The distral gad is slightly slanted to fit your thumb's movement

Cons: The rubber buttons offer slow response. The analog stick is loose. Rating: 4.0



Price: \$29.95

Pros: Smooth analog and digital control Sculpted triggers.

Cons: The distal directional cad is almost too loose. Slightly small feel.





Ince again, you can't go wrong with the first-party stroller this time from Seza. If you've looking for an ative, however, the Mad Catz Dream Pad is worth a try



Nintendo 64 Controllers laze Hyper 64

Price: \$19.99

Pros: Turbo and slow-motion buttons, Solid digital gad and analog controls. Cons: Very small erips: exmented doesn't fin in hands properly. The buttons stock. Difficult to plug into N64 port.



Price: \$19,99

Price: \$19.99

Pros: The analog stick responds adequately Rubber grips on all handles and overall comfortable feel.

Pros: Fits in hand nicely with comfortable

Smooth button response

Cons: Unattractive design/point lob.

digital pad.

rubber grips and large handles.

Cons: All the buttons stick Rating: 3.0



Rating: 1.5 Prince \$79.99 Pros: Good button response. Program-

Rating: 1.5

Priner \$24.99

mable buttons, slow-motion, and turbo. Comes in 20 colors. Cons: Small grips make it hard to hold. The analog stick is very tight and hard to move.

Pros: Rubber grip ensures conformable han-

the trigger buttons stick.

ding. Slow-motion and turbo buttons

The analog control stick is tight, and





perfectly Cons: Small grips. Rating: 4.5



Rating: 2.0 Price: \$14.99

Pros: Nice button response-Cons: The digital pad is tight. The controller's bulky shape doesn't fit your hands comfortably.



WINNER: Clearly, the only pad worthy of Mario is the one by ndo. Pretty colors, excellent analog stick...it's the standard by which all the others are judged-and nobody else comes close. Not yet, anyway.



WWW.GAMERSOWNER OF COM



teering Wheels

rice: \$29.99 Pros: Generously sized wheel with ergonomic finger grooves, Stick shift,



vice: \$\$9.99 Pros: Suction-cup base is stable when

attached to a table. The buttons are comfortably located. Cons: The wheel is small and springy and must be attached to a table. The cord can get caught under the fragle-feeling pedals

Rating: 3.5

Price: \$\$9,99

Pros: Rubber-coated easy-grip wheel Anele of wheel adjusts for comfort. Clearly labeled burtons Mode and sensitivity adjustable on the fly Convenient layout with programmable buttons.

Heavy, stable feel, Pedals don't need to be connected for wheel to work Cons: Noisy vibration motor. The metal shift-levers are a little short. and should've been coated. The wheel works best when clamped

to a table. Requires AC adapter. Rating: 4.0

Pelican GT2 Racing Wheel

Price: \$29.90

Pros: No bulky pedals! The arraige, szem-mounted levers afford smultaneous gas and brake for easy powershing,

Comfortable rubber grips. Excellent value. Cons: The paddles feel a little firmsy. The wheel works best on a table. No Dual Shock in NegCon mode. Noisy vibration motor

and internal soring. Rating: 4.0

WINNER: It was a very close race between InterAct's traditional and pressive Concept 4 and Pelican's cool-looking new-breed GT2, but the GT2 steaks out the win with its less-is-more desirn and extremely low price.

GamePro Peripheral

Steering Wheels Innovation 2 in 1 Dual Jolt Color Wheel 👃 🦚

Pros: Works with the PlayStation and the N64 The large wheel caters to big hands Built-in stick shift plus Rumble

Pak and Dual Shock support. Bulkiest of the wheels tested. Requires D batteries or an exterral power source for feedback

effect. The pedals are light and prone to silde around, and the wheel's suction cups are weak. The buttons are not labeled. No slot for N64 memory card.

Rating: 2.0

Price: \$39.99

Pros: Angle of wheel and length of steering-wheel shaft adjust for comfort, Hidden Memory Pak port. The pedals do not need to be connected for the wheel to work. Urensed by Nintendo.

Cons: Angle of wheel is never comfortable in your lap-it feels like you're steering a bus, and it's too tall on a desktop. Requires AA batteries for feedback effect

Rating: 3.0

Price: \$\$9.99 Pros: Generously sized wheel with

ergonomic finger grooves. Stick shift with C buttons mounted on top. Memory card slot. Cons: Requires batteries for feedback

effect. Spring mechanism is very tieht. Week suction curs Rating: 3.0

ASCII Wheel 64

Price: \$46.99

Pros: Angle of wheel adjusts for comfort, and the wheel folds flat for easy storage, Cleverty positioned thumb switch makes menu naveration easy. Includes slot for memory card/Rumble Pak, Licensed by Nintendo Cons: It's almost too lightweight for its own good,

and the compact design gives it a cramped feel. Must use button for acceleration. Rating: 3.5

tested really improved our racing experiences, and the various drawbacks were enough to keep a recommendation at bay. We'll have to keep waiting for the right wheel to roll on in







You battle monsters. You outrun enemics. You're attacked by a killer whale.

A painless buying experience is the least we can do.



Jemory Card Mayhem Ask any PlayStation gamer who's

ever lost a saved same: All memory cards are not created equal. The problem is that you don't know if a memory card works or not... until it's too late. You know, you've saved all your games to one of those massive multipage memory cards only to find out at level 10 that-oops -- your saves are gone.

Because we couldn't out them through time tests for this article, we figured we'd at least make sure a selection of memory cards performed their most basic function: storing data. So we ripped open the packages, loaded 'em up identically with IS blocks of saves courtesy of our DesDrives, and made sure they worked

Amazingly, one didn't The Had Catz 24X Memory Card wasn't able to make good contact the first time we planted it in so the PlayStation had trouble reading it. When we switched pages in its internal memory and tried to put data on page two, it froze the machine in the midst of copyingand screwed up the header on the source memory card

If there's a moral to the story, it's probably that old one about things looking too good to be true. The PlayStation was designed to handle 15 blacks of memory on one card; all these "improvements"

and "enhancements" you see in multipage cards are essentially backs. If cramming extra pages of data onto a multipage card is such a good idea, why doesn't

Sony make one? Good question. Cards Tested: InterAct Character Hemory Card

(Lara Croft Design) InterAct Sports Hernory Card

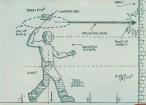
lov Tech Real 4M Memory Card Mad Catz 24X Hemory Card Performance Massive Memory Card

Performance Memory Card



age 2: Abuse

fter giving everything a fair workout in a normal game setting, we decided it was time to find out just how much abuse these bad boys could take. Even though the tests were driven initially by a logical principle -- something we'd heard normal gamers complain about-the tests didn't stay rational for long. Of course, the agony we put these controllers through isn't remotely covered by warrancy, and we know they weren't designed for our test. Nevertheless, the question loomed: "What if some controllers actually survived against such incredible odds!"



FUNDAMENTAL PRINCIPLE: The most common manifestation of gamer frustration is a controller thrown with great force across a room RIDICULOUS TEST: GamePro editors blindly picked controllers from a big box, whirled them by the cord over their heads, and whipped 'em full-force at a wall

RESULTS: Eye protection would've been a good idea on this one because a lot of the controllers shattered on impact (just like in last year's hockey test; see special feature "Control This: A Game Controller Roundus," December '98). The ones that broke in half were more often the lower-priced models like those from Innovation and High Frequency Those that kent their integrity usually lost buttons

and directional pads, or snapped their analog components. SURVIVORS: Defying all the laws of physics, Nintendo's N64 controller. came through almost entirely unscathed. One small scrape, and that's it. (Maybe we didn't hit it hard enough.) InterAct's Quantum FighterPad for the

Dreamcast lost its shoulder buttons (but not its shoulder button functionality-the little stalks inside still moved up and down), yet suffered no other ill effects at all, and worked fine when plurged in. Somy's Dual Shock lost a button and an analog loystick was crushed, but it was the best of the sorry, splintered PlayStation

> bunch-all but two or three of its competition shottered on impact or split wide open.

The Hammer of the Clods



FUNDAMENTAL PRINCIPLE: Deluxe joysticks often bosss "rugged construction" and a "solid, sturrly fee!"

"solid, sturdy feel."

RIDICULOUS TEST:
GamePro editors passed around a 24-ounce rubber mallet and took their best shot. Each controller

received four sharp blows. RESULTS: By and large, these guys are just as rugged

as they claim—on the outside, anyway Of the fire participants, the smallest of the pass, Bases Fro Shock Arcade, shattered and was unusable afterward. Everybody doe looked good (except for a few blemishes), though the stides weren't terribly useful. One button popped oif Agetoc's Dreamcas: Arcade Stick, ASCIN Specialized Joyanck

lost all button control and gained a mysterious rattle, and the Mad Cazz Joystick for the PlayStation got a crick in its stick.

SURVIVOR: About half the buttons on interAct's Areade Shark for the NS6 still functioned after the test. We wouldn't use it in a competition, but the fact that it still worked at all is impressive—hey, if you're walloped with a mallet one day, we'll see how many of your parts work afterward.



Wheels of Misfortune

FUNDAMENTAL PRINCIPLE: Most steering wheats feel unsettlingly light and weak in your hands...and the worst sound you can hear while skidding around is a "crack"!

RIDICULOUS TEST: GamePost strongest editors twisted and pulled, trying to remove the wheel from the base in 30 seconds or less.

RESULTS: All the wheels snapped on the first or second yank to the side—bad news if you have a hyper ltde brother—and on all models the whole wheel came off completely after a few determined tugs.

SURVIVORS: None, really—we proved that if you're determined to break something you will find a way to break it. Innovation's Zin I Dual Jolt and Pelican's





The Final Verdict So there you have it—the few, the proud, the maligned. The moral of this twisted story? Control your anger instead of taking it out on your controller. Use only as directed.



Ic's a musceru, un apped in a riddle, zucked inside an enigma, nearly stacked inside a puzzle, locazed somewhere inside a conundrum.

Not everyone can solve the mysteries of Grandia.

It's a strange land where magic and technology coexist among the forces of corruption A place where the dominating culture lives in peace and harmony while a sinister force works just below the surface to discover the dark secrets of an ancient civilization In this world, an epic struggle shall be determined by a brave, smart and resourceful hero who must master dozens of spells. A hero who is outnumbered by several hundred to one. This is the world of Grandia-a mysterious, odd, strange yet beautiful planet

that hangs in the balance between good and evil.



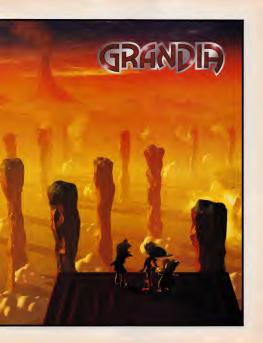


















Manual Status Spiritify and Micrographia and programmed an economical of Norman Co., 2001. Manual States States States States and an account of Norman Co., 2011. Programmed and programme



{Golden Eagle}



{VR Missions}









Speeding ambulances, plastic guitars, high-powered spiper rifles, red Ferraris, and the undead are all coming to an arcade near you! Here's what went down at the annual Amusement & Music Operators Association show. By Major Mike and Dan Elektro

Spawn by Capcom

Heaven Vs. Hell Vs. You

Comic Book Carnage























Silent Scope by Konami

"You Are a Professional!"



u'il be spotted and draw fire, u'ire careless with your nim id miss, they'll home in on your position. You'll also

"I've Spotted the Target!"





Seeing Is Believing

American demonstrated of the control of the control











Other Games at AMOA

Prohistoric Isla 2 by SNK Wave Runner by Sars Manical Truck Adventure by Seria San Francisco Rush 2049 by Atari 500GP by Namco

Tekken Tag Tournament by Names. NFL Blitz 2000 Gold Edition by Midway Golden Teas Foral by Incredible Technologies Episode I Pinball 2000 by Williams Golden Cue by Saca Pinball

Strangest of Show Award

Why that would be The Troin, of the Dend Servis throwingly wainfrombination of

Ferrari F355 Challenge by Sega



attention at the show, but attended quickly found out that this is no more pastine—ith " complete simula-tion of what ith Ru to bu builted the whoal of a racing-oquipped

Bemani Music Games by Konami



World Series '99 by Sega







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- Incredible real-time light sourcing
- for realistic explosions, terrain ...detailed ground environments with

almost photo-realistic textures." -IGN.com

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Available this Winter

The King of Fighters '99: Millennium Battle by SNK

This year's KOF courament will feature 30 selectible flytters for more three-on-three bravils. A few new cochaiques, however, have been added to the tried-militarus engine; the most notable of three as the Striker—a selectible fourth lighter who can exer the match order as the selectible fourth lighter who can exer the match









Jambo! Safari by Sega









Emergency Call Ambulance by Sega

Emergency Call Ambuling puts a cool twist on the racing genre: At an ambulince driver, you'll have to bring a patient









Brave Firefighters by Sega

Sure, there are gun gamus, but how about a hose game? In Brave Firefighters (iii) it?









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erform insane lunts, including /heetles, 360s, sunnyhops on uicides an sustamizable sikes.





> DOWNHILL

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(Codemasters 🍇



PS Extreme - GOLD, EDITORS CHOICE, 93%
"... my favorite PSX racing game so far this year."

NextGen - 4/5 "A must-buy."

GameFan Network - 97% "It's very rare to play a game that truly has it all, and SledStorm absolutely has it all."

Electronic Gaming Monthly - "Game of the month."

Sledneck (above) spoils summit conquest: Make tracks, not apologies. Rip across ice, snow, water, mud and the bodies of whoever gets in your way. Nail over 50 insane tricks. Slam to Rob Zombie, Econoline Crush, Dom & Roland, Uberzone, and E-Z Rollers. Slow down to admit the landscape and you'll be buried in it.















Messiah

Holy Terror

It's the end of the world as we know it-and things are anything but fine. Futuristic riot cops patrol the streets, shooting dissenters at will Armaneddon looms...and the planet's only hope is a disgrunded, outcost cherula named Bob. A few smart-mouth comments to God, and Bob's suddenly made aware of the world's years of sin-plus a lictle shred of hope. It's up to the disperclad angel with an attitude to save the world-and he has to do it stealthily by possessing the bodies of the people who are trying to kill him. Think Metal Gear Solid meets Rugrats.





Heaven-sent or not, when you're on earth, you're just a baby with wingsyou can't fly for long, you can't hold weapons at all, and you don't have any ermor. Plus, local authorities know who you are and come gurning for you. Be warned: This game has strong language and strong imagery, such as kicking corpses (sometimes this will help solve puzzles; other times, it's just brutal fun) The early beta featured three

playable levels of the game's total 17, and the gameplay suffered from pretty major camera problemswild swinging and slow catch-up. Still the technology was right, and enough interesting ideas were in place to make the game look as if it's finally on track



On a technical level, Messish's the first of what could be a new breed of 3D game engines. The same employs real-time tessellation and deformation (RT-DAT)—a fancy way of saving that the computer generates only the number of polygons it needs at any given time. For instance, when Bob the angel is so close to the screen that you

can see the feathers in his wings, his polygon count goes up. But a guard in the distance who doesn't need to be detailed is made up of only a handful of triangles. Because the computer is constantly calculatine and adjusting, the characters undulate, which is a little distracting and disturbing. However, if it keeps gamepky speed up, perhaps it'll be worth it.







Opposable humps





9 ex (2)

9 TARGET

Indiana Jones and the Infernal Machine

If you've been rarm' to go on some prime adventuring, grab your Sterson and secure your whip-Indy is back for more action in Indiana Jones and the Infernal Machine It's 1947, and the beginnere of the Cold War is slowly getting under way Soviet agents have been given the task by the



Babel, which supposedly holds an ancient machine capable of unlocking an interdimensional gate. Needless to say, if the Russians succeed in finding this evice, they will unleash a most deadly force that will assuredly swing the balance of power away from the West. That's where our intrepid hero steps



in. After deciding to give up adventuring and concentrate strictly on archaeology. Indy is exploring Arizona when he's approached by his old gal - and new CIA agent-Sophia Hapgood (from Fate of Atlants), who

makes him aware of the Soviet plans. Not one to turn down a change to save mankind, lindy embarks on a lourney to find the missing pieces to the device, globetratting to such locales as the Tien Shan mountains in Kazakhstan and the Aztec pyramids in Tectihuacar











ture in Indiana Jones and the Informal Machine

Indiana Jones promises to deliver toprioach third-person action/adventure

gameplay through 16 levels (three are vehicle levels where you control a mine car, a ruft, and a jeep), much in the vein of the Tomb Raider series with a definite swing toward puzzle-solving rather than twitch-blasting carreolay. To stay a step ahead of the Russians, you must solve a variety of brain-owisters while exploring vast

dungeons, temples, tombs, and more to find the clues to solving the mys sery. When it's sime to throw down lindy will be armed with his trusty whip—but he can also acquire other weapons, such as an automatic pistol a submachine sur, and a bazooka just

The preview version showed a game with much promise. Graph-

ically, the character textures were ely smooth (probably "cause the game requires 3D acceleration) and the environments sported excellent details. Soundwise, appropriate eacting was utilized as well as all the right at

mouse, and joypad support. If LucasArts finishes strong with the last 15 percent of the game indy wannabes are in for a fee stic experience worthy of the























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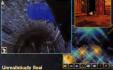
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The Wheel of Time

Heir Jordan

Based on Robert Jordan's hugely successful Wheel of Time series of n this PC game promises to insert some thought into the first-person shooter genre. Four different characters exist, ranging from the Amrylin Seat, the head of the White Tower (where a collection of female magic users known as Acs Sedal hang out), to the Forsaken, sworn followers of the Dark One. whose ellegiance has been rewarded with great power. The original story set in the same world as the books but in an age long past, leads from single yer adventure into cooperative and competitive multiplayer action.



Even in the game's preview version, the graphics powered by the Unreal envine looked awasome. Soell effects, which could have been cheers were convincing and cool, as were the array of creatures taken right out of the books: Trollocs, and Myrddraal, and Darkfriends, on my! The audio tracksa mix of Celtic medieval music and modern rock-provided an appropri-

Fans of the book are sure to be enthralied, but even non-readers who appreciate an action same with excellent factory elements will enjoy taking







"Have Fun Storming the Castle!"

Scrapegy plays a strong role in this mostly action game. You design the layout of your citadel before multiplayer matches, setting traps and alarms assigning troops, and deciding where to hide your "seals." The latter are the keys to your power; you start with two and must capture two morewithout losing any-to win a match

The various Ter'angreal (magical artifacts) lying about the citadels grant you access to spells that range from offensive fireballs to teleportation to healing and dispulse. Then, armed with spells and artifacts instead of a waster of rocket buncher, you're ready for some fierce head-to-head battle.







ped by Terminal Reality lished by Gathering of Developer rzet release date: November HANDS-ON

Nocturne

PICTURE CLINT EASTWOOD Starring as Fox Mulder in Night of the Living Dead, and you have Nocturne, a pulp version of the 1930s. This third-

person action adventure game pits you as the Stranger, an agent the prowing forces of supernatural evil. Using



ies along the way

trols were simple, with an auto-aiming feature that guided your weapon's laser sight to enemies (with tweak ing available to fine-tune that undead headshot), and a game camera that automatically shifted angles for the

Excellent for and lighting effects set the stage for this paranormal romp. The cinematic gameplay leads you that take place in locations ranging

nood in this super









KORN * THE OFFSPRING * LIT * KID ROCK * LIMP BIZKIT * RAGE AGAINST THE MACHINE * METALLICA * RED HOT CHILL PEPPERS * THE CHEMICAL BROTHERS * JEWEL * ALANIS MORISSETTE * DAVE MATTHEWS BAND * SHERYL CROW * THE ROOTS * AND MORE. 250,000 PEOPLE TOOK THE TRIP. NOW, TAKE IT WITH THEM.







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Unreal Tournament

hat bats

While Unreal Tournament is strictly a multiplayer battle, there still has to be a single-player component for gamers with lousy moderns. Enter the 'bots-

All robots designed to run, shoot, and kill like human players. Even if you've seen them before it's doubtful you've seen anything this advanced. In team games, boss play hide-and-seek around corners, automatically organize strike teams

better positions, protect flag carriers, and cover fellow team

motes they find during battle. Try getting humans on your local serves to follow those simple objectives!



ged by Epic Messesan Target release date: Decombe HANDS-ON





Unreal Tournament's demo included Deathretch, Capture the Flug and Domination multir modes, and they worked great. There re no complaints graphically, and the sound its were quite crisp. You could set your to autometically tournt your victims, too-and be warned that some ose taunts get a little nasty (but never actually vulgar). And, of course,



speed & bleed

The original Unreal was life The Phantom Menace - pretty but slow. Unreal Tournament, however, has a fast pace that'll quicken your pulse. The new nstaGib Deathmatch gives all players overpowered laser rifles and one-hit

barrier more than one apparent to rouid succession), and powered up when you go on streaks like rampages. The five levels included in the demo were very well-designed with lots of crossovers and plenty of places for surprise attacks. One even included a scrolling, constantly updated















Gabriel Knight 3: Blood of the

cred, Blood of the Damned





UCH-ANTICIPATED third installment in the Gabriel Knight adventure series, Blood of the

red, Blood of the Damned (what a bloody long title) follows our hero to Rennes-le-Château, a village in rural France. The village is not only the setting for the game, but also for a real-life mystery concerning led parchiments discovered in the late 19th century—some of which have yet to be decoded



As usual, to solve the same's mystery. Gabe has to explore every cranty, interact with everyone he meets, and handle unforeseen events in his

inimitable style In the bets version we played, the fully 3D envi ronment was click-and-drag-easy to navigate, and if

Gabe was offscreen, he automatically caught up to the cursor click-a nice touch that saved adventuring time Loaded down with great graphics, an entertaining and detailed plot line from Jane Jensen (the creator of Gabriel Knight), and eccentric characters, Gabriel Knight 3's secrets











Animation For a New Generation!"



Serie races deep into the heart of Balletoppile to save the place and cannot here to face with act will rated version of himself, crafts by his distribut much-survey. Br. Rabstolk. Sprof, budden, ransasse, hawar, high-tech and cool Mon mithods constour to form



atteches appear from Jupiler! Desponsered and extentional Earth's loop so read on the moving developed opposition Antonian Decembered by the levertreath Yorks and her relucted gibbs Ahro,



Extraordinary

Trial By Fire!

limit of her herd rest in a traversic evokages of mechanical here. A blace street belie with the AD Police is the only way not no, trapped in a maze of intrigue carefully laid by conspiring focs, the vigilante













R players # ESIUS: Everyon Space combat

4.5 5.0 4.5 5.0

REESPA

Pontium III 300 64 MB RAM L2 GB on HD 3D accelerator with 8 MB RAM O LONGER THE surprise-hit wunderkind that conquered space combat more than a year ago, Freespace 2 looks comfortable at the top, kicking in the afterburners I

deliver another stellar space battle. With its thrilling gameplay and cool story, thore's no better dogfight around -- 197 Kick the Tires

Nick in 18 1895...

Picking up 30 years after the Great War styrs of the first game, Freespice 2 revolves around a time when the Terransiand the Vasudant belief to fight off renewed incursions by the Shivaris Blazing as a cholde pinc working up through the ranks, you fly 30 single-player missions

that give you a grunt's eye view of the conflict as Freespace 2's engaging plot develops The action is intense and exciting as you embank on missions like scouting the colorful interiors of nebulne or tacking huge capital ships whose beam weapons can alice your craft in half. Part of Freespace 2's success arises from the fact that its missions aren't always about destroying objectives.

Frequency, twists pop up-such as a surprise threat that makes retreat the better port of valor—and that adds a new layer to the gameplay because both smart sacries pers of victor—and out sees a new upper to one gampping occasive occi smart seeses and good dorigining skills are required.

On the multiplayer front, Freespace 2 remains strong, offering eight-player action.

in a variety of scanarios that range from good oil doglighting to taction squad bettles. As for controls, rookies will have to master a steep learning curve as they learn to manage the minutise of targeting, communications, energy distribution, and more (don't even consider playing without a joystick). If you're already a Freespace ace, however, you'll feel right as home.

Slauina Ravana



... And Light the Pires Graphically, Freespace 2 pluts on quite a show, but playing on

anything less than a Pentium II 300 with room for a girthy 1.2 GB install will leave you longing to upgrade your hardware. If you have the processing power, the game's dazzling scenery and ship models set off visual fineworks, though slowdown and texture breakup occasionally interfere.

Freespace 2's sound is one of the same's highlights. Strong voice-acting and beautiful, tense music build drama into the story,

ranks as the PC's elite space-combat game. It's one of this year's too titles and a must-buy game.

while the scorching weapons effects heighten the rush of combat. Top Gun With such a strong performance across the board, Freespace?

the screen—but so do slowdown and

Be prepared to tackle a joystick and you've pegged them, you have great any better than this. Freespace 2 is one

FUN FACTOR

ols. Once ment of space combet, it doesn't get

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arns, creating rock, hip hop, drum & bass, techno and house tracks.



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Espionage Operative

SECURITY CLEARANCE:

FIELD OF OPERATIONS: WEAPONS PROFICIENCY:

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Assault Rifle Sword Stun Baton

Chain Gun Industrial Beam Laser Flame Thrower

STRATEGIC INITIATIVES: Intercontinental Industrial Nuclear Deapons Retraction Somb Diffusion Timed Explosives Deployment Top Secret Document Extract





DISSUE

















ed by Care Design HANDS-ON



Tomb Raider: The Last Revelation

LOVE-CROFTIAN ADVENTUR

Everyone's favorite sleuthing action-babe returns to the PlayStation and the PC for her final adventure of the decade in Tomb Raider: The Last Revelation This time, Lara finds herself in Egyptian locations, such as Cairo, Alexandria, and the Pyramids at Gizz. Her adventures revolve around ancient methology and the alignment of the stars at the end of the millennium. The outcome not only affects Lara's own idesting but threatens to destroy humanity as well! To avoid a most horrific end, you must search vast tombs—the most complex the world has to offer

With Last Revelation, Eldos (the publisher) returns the sames to its roots, placing more emphasis on pazzle-solving than on twitch action à la the first

omb Raider. You can ex pect a fair amount of blasting, however: Lara meets some of her most snister ues that come alive, skell











In the proview version, Lara looked fine-she's been remodeled and now sports an even smoother skin texture and better details. She also moved with catilite grace. The environments were richly detailed and perfectly accented with all the right atmos-

oberic numpee Last Revelation's controls and sound were reminiscent of past Tomb Raider games. (Unfortunately, it looks like there will be another steep learning curve before you'll effectively maneuver Lara.) And aside from the patter of Lara's feet and the discharging of her weapons, the sound was pretty barebones. Unless you're finding a secret or battling a boss, the soundtrack is kept to a minimum. Stay tuned to the pages of





a hure array of high-powered dandes, including her trusty .45s, a grenade gun, a revolver, and a crossbow. Plus, there are different types of ammo, such as nor mal and wideshot shotpun shells.

smoke and stun ammo for the grerade gun, and more Additionally, you can combine certain items to produce more effec-

tive finearms. For example, you can now combine the revolver with the laser scope to produce a sniperstyle weapon



























Pokémon Gold & **Pokémon Silver**

A Pokémon by Any Other Name...

Scheduled to hit Japan this year and the U.S. about a year from now, Pokimon Gold and Pokismon Silver are promising more of the same elements gamers have come to expect

and some new twists. In the eradition of Polishmon Red Blue, and Yellow, these two new carts will feature standard Polisimon

of a miserly

150 Pokémon you'll now yet to pursue 250 of the

charismatic creatures Some of the names that have leaked out of Japan are Yadokingu. Terriyus, Marins, Donfuson, and House -of course, those will probable

change in the U.S. versions, but they'll likely remain suitably bizarre. Plus each cartridge will have an internal clock that differentiates between A.M. and P.M., which means some Pokémon will come out only at night, while others will be available only during the day (PokéDrac and PokéVan-Helsing, respectively).

Nonplussed PokéPluses

Other features will consist of new technical and hidden machines to upgrade your Pokémon, fresh bettle powers, and additional evolutionary stages for familiar species. Plus, the Pokidex will be capable of doing more things.

and you'll get

scarner device, the "Pocket Gear" which will enable you to make calls to other characters for updated info during skirmishes. Moreover, you'll be able to import your old Pokemon Red and Blue characters into the Gold and Silver carts.

but not vice versa. If gamers are still excited about Pokėmon this time next year Gold and Silver will be ready to show their mettle.



 Published by Nintends *Target releise date: September 2000











Be Fruitful and Poképly

Sheep cloning has nothing on Polytman! Another new twist to the Poloimon craze will be Poloimon matchmaking. If you capture both a Nidoran male and a Nidoran female, you might become the proud

boy or a girl

petriarch of a bouncing Nidoran baby! The trick with matchmaking is that some Pokemon may not be able to reproduce with others, so discovering which ones are right for each other will be your special task. Speaking of sex, players will also be able to choose whether they want their primary Pokémon to be a











LASSE LOUTERS





UNFORTUNATELY FOR YOU.

ALL THE DUMB FISH ARE IN OTHER GAMES.



Sega Dreamcast. SEGA BASS FISHING"

Cruse around Lake Paradise stalking crafty, mega-lifelike lunkers that ander time of day, weather, location, ture type and motion before deciding scheme. Marine still, element talk, blicker fighten.





Cool Boarders 4







Cool Boarders 4 is gearing up to hit the slopes and retain its prown as the best snowboarding game on the PlayStation. This year, 989 Studios is really blowing out the options to give gamers the most complete boarding experience on any system

First off, CB4 busts out four rameolay modes and seven hardcore events-including Down HMI, Slope Style, and Trick Master-on five monstrous summits. As for boarders, you won't find a

more complete lineus. Not only does CB4

sport a mammoth 26 ficticious boarders, but it also contains 16 pros and the ability to create

as many as you want. You're also able to create

an infinite number of snowboards, choosing

both the paint job and pattern. If you prefer it

corporate lifestyle, CB4 features nine board

facturers, including Senta Cruz and K2.









Carve It Up

As far as control and sound to. CB4 was on the right track in the provious version. The senior stick allowed great freedom of movement; there was war, a learning curve for correctly triting jumps As with CB3 in this version you have to charge up

a Power Meser to leve comply to your office. If you don't plan correctly, you won't get enough air to stage of development. The in-game effects fit the

tion perfectly but the music was scaled down Unlike recent xereme-game cides, CB4 goesn't inbe content wid 989 Scudios fin-

ishes up strong with the last of the twesks, your Regarders 4 to dominage the Pla



In the preview version, CB4 was both looking and playing firmastic. The terrain was once again highly detailed without any super-annopop-up or draw-in. There were also more jumps, rails, and hazards than ever before you may even find yourself boarding in powder up to your walst. Plus, the frame rate was exceptionally smooth and ran at a very

The player models were already highly detailed and sported the appropriate attire Moreover, the moves were lookin' as wicked as ever and included insane flips, rail slides. and all types of grabs, such as Lien Airs, State fishes, and Tallgrabs.















Get with tefinto the Game O TARGET

THE ONLY ALLIES ARE ENEMIES...



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 Whether you command the nomadic Terrans, mysterious
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 you must devise totally unique systematic states the specialized units, abilities

and technologies of each.

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to conquer the galaxy.



Over 100 hours of explosive game play

Turok: Rage Wars

DEATHMATCHES 'R' US

Fors of the first two Turok titles may be startled to hear that the third dinostur hunting game, Rage Wars, features only deathmatch battles and none of the epic one-player adventures. Up to four people can engage in one of four multiplayer scenarios, including Capture the Flag, team, and every-man-for-himself deathmatches. Short a human player? No problem



you can battle All-controlled characters, called "bots," that have their own adjustable difficulty settings. Rage Wars also has a deethmatch one-player game where you blast your way through several arenas and bosses. Plus, you also unlock hidden characters depending on how many arenas you conque



ALL THE RAGE

Rage Wars is on an excellent development path, though it does have a few bumps. The game's preview version included clean visuals, thanks to the Nintendo 64 Expansion Pak, that never faltered. Even during four-player deathmenthes, the graphics didn't distort or suffer from breakup. Hopefully, some of the bulky poly-



bots and other characters will be smoothed out before the game goes final. Turok vets will take to the familiar control scheme, but the controls



eded some tweaking—especially when it came to aiming with the analog stick. The stick was too sensitive, make ing it difficult to pick off distant targets. If Acclaim pulls it all together, however, Rage Wars should be a battle worth fighting





GUNS! GUNS! GUNS!

Turok: Rage Wars is loaded with new and exotic weapons that are sure to please Nintendo 64 corridor-shooter fans. In addition to the cerebral bore and other favorite pieces of firepower from past Turok games, Rage Wars comes with some brand-new artillery; the inflator



which enables you to inflate your opponent into a bigger target, and the chestburster, which launches an alien embryo that later bursts out of the targets chest. Some weapons have dual functions: For example, you have the option of using the scope on the plasma rifle to zoom in on distant

















JOHN McCLANE STUNT DOUBLE # 56

- ARM BROKEN NEAR SLOT MACHINES IN
SHARPSHOOTERS DUEL WITH 4 RUSSIAN TERRORIST.



Castlevania:

Legacy of Darkness



who were featured in the first Nintendo 64 Castlevania same, Legacy of Darkness is adding two new playable characters: Cornell, who can turn into a werewolf, and Henry, who's literally a knight in shining armor...with a pistol. Each character has their reasons for ven-

by Dracula, while Henry is searching for several girls who are being preposed for sacrifice to the count.

The action takes place in Draguis's castle, which has been renovated to include a few new rooms. It looks like veterans of the first game, howover, should have no trouble finding their way to the end The More Things Change

Lessey of Darkness supports the Expansion Pak, a feature that wasn't available for this preview version. Without the extra RAM boosting the visuals, Legacy looked identical to its predecessor, and the levels were filled with bland. colorless structures.

The troublesome camera angle from the first game has also made its way into this sequel (at least at the preview stage). It was still hard to take a good look at your surroundings, and precision platform-hopping was often a guessing game rather than a test of skill. Keep your fingers crossed-perhaps Konami will repair these gitches before the game's released











The controls in the preview version were adequate. It was easy to move your character around, but the targeting system during fights needed tweakingit was annoyingly easy to lock on to an unintended target or to turn away from an enemy

lems can be remedied too. If not, Legacy of Darkness may drive a stake through the Castlevania series on the Nintendo 64.

Monther Hope fulls, these prob-























JOHN MCCLANE STUNT DOUBLE #134 - STEPPED ON PROXIMITY MINE NEAR ROULETTE TABLE WHILE BATTLING TERRORISTS.





Excite Bike 64

REMEMBER THE GOOD old days when the Nintendo was just a little gray box and a game called Excite Bike provided hours of 8-bit entertanment! Well, reminisce no longer because Excite Bike will soon be motocrossing its way onto the N64

Excite Bike 64 will preserve the concept of the old-school Excite Bike, but will add modern flair, such as player creation, multiple carners views, and a tournament mode. The bikes and

riders will be fictional, but they'll be outlitted in real-world brands like Short and Bell. A new sturt competition has been added so you can do wheelies, flips, and death-defving jumes over trains and canyons

over 32 tricks in all. Also, while the game will come with six outdoor and six indoor stadium tracks, you'll once again be able to design and save your own custom raceways.

Top all that off with gameolay features like turbo boosting and a fourplayer mode, and Excite Bike 64 has potential.



Developed by Left Field Productions Published by Nintendo Tirret release date: December FIRST LOOK















Ridge Racer 64

RIDGE RACER HELPED bunch the PhyScation four years ago. Now N64 owners are finally going to get behind the wheel of Namco's com-op favorite And there will be a few perks that should make it worth the wait.

Ridge Racer 64 will be an arcade racer all the way. You can expect skid marks, tire smoke, bright lens flares, and working headlights along with the high-speed, G-force-busting competition that Rider Racer vecerans love. Three of the eight

tracks offered will be exclusive to the N64 and there will be a new four-player mode. And instead of making just one friend ent your dust as in the PlayStation game, here you'll have three of 'em whimpering across the finish line behind you The N64 version of Ridge Racer has a loc to

prove considering that the game it's based on is four years old. Can the 64-bit version live up to the legacy? We'll know next summer.



FIRST LOOK











MICHARE IN SED PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



MCCLANE IN ESTREME DRIVING MODE.



THEY COULDN'T HANDLE BEING JOHN McCLANE. CAN YOU?

JOHN McCLANE IS BACK. AND LAS VEGAS WILL NEVER BE THE SAME.

IN DIE HARD TRILOGY 2. YOU CAN FLAY YOUR FAVORITE GAME OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

YOUR EMEMIES HAVE ADVANCED AI, SO IT'LL TAKE BOTH STRATEGY AND SKILL TO SAVE HOLTAGES WHILE TRYING TO SAVE YOUR OWN BUTT.

USE TWELVE DIFFERENT WEAPONS TO BATTLE ENEMY TERRORISTS, WHOSE FIVE DAMAGE QUADRANTS MAKE THEM TOUGH TO PROP.















THE SAME FOLKS who created the Cool Boarders series for the Play-

Sotion, UEP Systems, are now developing the Dreamcast's first snowboarding game, Rippin' Riders. The Japanese version, Cool Boarders Burrml, is already receiving acclaim for its sharp graphics and solid controls.

Riders will feature a unique selection of characters, slick boards, and three race modes. The six riders will have







will provide a variety of challenges: You will be able to unlock tracks in Free Ride mode by accumulating points through speed and aerial stunts, perform nasty

tricks on the Super Pipe, and race a friend in Match Race. Unlike the Cool

Boarders series, however, Rippin' Riders' single races will put you on a course by yourself-there will be no one to challenge you on the track If Rippin' Riders retains the same spectacular visuals and solid controls found on its Japanese counterpart, UEP will undoubtedly be the king of the hill





ation. Keep your eyes pooled for this slopeurfin' wonder (9 on: Screens shown ore from







Mobile Suit Gundam Side Story 0079: Rise from the Ashes



Devile of and sublished by Dunda · Instituble new in Japan

OVERSEAS PROFILI

MACROSS FANS, REJOICE! There's finally a game based on the popular boarese animé that looks like it has all the elements for amazing mechanized battles. There's just one problem the game's already out in Japan, but there's no indication that it will hit American shores any time soon.



In Mobile Suit Gundam, you pilot a gent mech robot that's equipped with heavy artillery and command ingagament, you can montor your squad's combat

> Bandal has a sure winner in the mech genre. Let's bone it will bring Mobile Suit Gundam over soon so everyone can enjoy its frepower.





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Drices.



Rera

A control for the Contr



pider-Man 3D



lished by Activision Threst release date: Spring 2000 FIRST LOOK





IT'S THE SAD truth that, more often than not, superhero games suck. Fortunately, the legendary Spider-Man is in good hands with his first game since the 16-bit days: Neversoft, the developer of the

awesome Tony Hzwk's Pro Sluter, is putting the mask on Peter Parker this time around. Although gamers will have to wait until at least the spring to start slinging webs, early screens of Spidley in action looked sharp, showing off crisp details and well-rendered models Since Spider-Man "does whatever a spider can," the real challenge for the game's developers will be producing an

effective camera that tracks the third-person action is Spidky cocoons enomies in webs, crawls across walls, swings

classic superpowers, such as Spider sense, superhuman strength, and the ability to make cool gadgets like shields out of webs, will appear in the game. The action/adventure gameplay will pit him against supervillains like Doctor Octoous and Lizard, though,

So if you're a Spider-Man fan, is

will probably feel like forever before you can get behind the controls of the web-slinger - though it's starting to look like the wait will pay off in a big way (3)















Planet of the Apes

OLD FRANCHISES NEVER die; they just get remade into new movies and games. Fox Interactive's resurrecting the '70s classic Planet of the Abes for action/ adventure duty on the PlayStation. Playing as Ulysses, the survivor of a spaceship that wreded on an unknown planet, you'll find a little role reversal going on literaligane ages rule the world, and humans are pond soum. Naturally, you'll have to fight your way free and progress toward the surprise ending. The big question with this game will be: Can



Fox back up its franchise with some quality gamephy, or will gamers keep neir paws off this one?



FIRST LOOK

ed by Visiware Studies hed by Fex Interactive



D.COM LETTERS SCAME FOR COM





*Developed an i published by Minten *Target release date: December

Mario Party 2

EXAMENS a SYDNO 1 ht traditional bound game, the first blank for trying beginn record of Nimerick popular merce and his fisheds in a race to get as many stars as possible white taking turner moving around various bound environments. The sequel is promising to result he same washing gamely—with some new additions. This time, you'll be able to pily as bed-as the Souter and use terms dark will affect your oppowers by position on the bound. There will also be a road of 64 miles general, all containing the same whether of the distinct competition for the contract of the stars and the right of the segment.





© Developed and published by Mixtende Targot release date: Heeh

Kirby's Dreamland 64

THE COLUMN, ADD AS ALLS bids by mellione the accentage is back. This time, Kirtly will have an instance a large date has been confident to one, and the column and the colu





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leved by Core Design Published by Fidos Wharpet release date: Novemb HANDS-ON



EVEN THE EARLY build of Fishing Force 2 showed dramatic improvement over the

game's predecessor in almost every regard. More detailed environments, faster action, more fluid, more respon-

sive character movement characterized the intense action. Taking a cue from popular stealth games like Metal Gear Solid, Fighting Force 2 incorporates situations where discretion is the better part of valor, offering clear mission objectives (most of which involve computer terminals located at key points). Fans of the original Fighting Force will be impressed by this sparkling sequel—keep an eye out for this potential hit.







Grand Theft Auto 2

ZBBEZ

this expanded, improved seguel that pushes the limits of good taste to bitter extremes. Grand Theft Auto 2's overhauled visuals and greatly improved story line give it much more depth than its forebear, but some of the original's control able to tell which direc sall plagued the early build. Nevertheless, all

ROCKSTAR'S GRAND

Theft Auto franchise will return for HANDS-ON another round of wholesome bloody mayhem in

tion your guy is facing-



ing, smathing, and screaming is being propped and readied for a promoditated assault on concerned parents everywhere.

Top Gear HyperBike

EXCITE BIXE 64 is looking to reinvigorate the dirt bike genre with its hyperkinetic drill-buzzing action, and Kemco's hoping to up the ante by expanding its popular Top Gear franchise. The preview version of Top Gear HyperBike featured fast and furious action, along with extremely responsive control. You don't get as much air in this game as you might in a motocross title, but HyperBike makes up for it with extreme speed viz turbos and other upgrades



Stay tuned for more details on this

HANDS-ON

ped by Snow Illino







• TARGET



The X-Files

Now PLAYSTATION GAMERS can be a part of the popular sci-fiTV series by taking control of Crag Wilmore, the FBI field agent assigned to find special agents Mulder and Scully, who have mysteriously disappeared. The game will spen four discs consisting of multiple paths to explore, a story line by the show's creator, Chris Carter, and original footage starring David Duchovny and Gillian Anderson. The PC version made X-Philes believe (see 'PC GirmePro,'

September '98), but will this port of the point-n-click











Mission: Impossible



Ethan Hunt, lead agant of the Impossible Mission Force team, and use your wits, steelth and the latest in high tech gadgetry to com oss the globe. You

TAKE THE ROLE OF

will also be able to call on team members of the

IMF for support as you try to solve

puzzles and outsmert enemies to the rhythm of Mission: Impossible) classic theme music and intense



sound effects. Will Mission: Impossible receive the same high marks it got a year ago on the N64 (see "ProReviews," August '98)? Find out this winter. (3)

Developed by X-smole Published by Infegrames Target release date: Novemb

Deadly Pursuit

GAMEPRO DECEMBER 1999



Published by Fex Interactive Target release date: Second Quarter 2000

FIRST LOOK IN DEADLY PURSUIT you'll sit behind the wheel of a police car as you take part in the kind of intense chase

ched on TV. High ights will include 75 missions involving hot

irsuits, camera footage from news helicopters hovering above, and a multiplayer mode. Plus a squad of black-and-whites and the newest 5-O weapons will be available to make your arrests easier. Looks like the Man is about to crack down, so you better worth out! 19



The Dukes of Hazzard:

Racing for Home

Bo, Luke, AND the other residents of Hazzard County are back in South Poak's stylish adventure racer that captures the essence of the obiquitous '70s TV show remarkably well-right down to a polygonally rendered version of the opening credits. Even at this early stage, the Dukes sound and behave just



like their real-life counterparts. Unfortunately, Hazzard County's jury is still

day one more time. @

out on Dukes' gameplay, which, in the preview version, featured confusing missions and dubious control-for instance,



Developed by Sinister Corner Published by South Peak Interactive Tirget release date: lawary ANDS-ON





Missile Command

MISSIGE COMMAND RETURNS in this grand 3D remake of the Atari classic. Unlike the new iteration of Battlezone, MC captures the spirit of the original perfectly with two versions of the fan fave: Classic MC fits perfectly on your screen like the original game, while Utimate MC allows for panning and shifting with airborne missile kunchers. Missile commanders will be in retro heaven with this stylish update, and, as seen in the proview version we played, Hasbro has done a great lob with the analog control-but Missile Command purists will still went their trackball!







Developed by HerenGless Interactive Published by Husbro Yarget relaise date: Nevember







Pong

HASERO'S PONG FOR the next century is far from the giant pixel paddles and square ball of the past: This update thrusts the Pong formula into a variety of cool scenarios, from soccer to water sports to hockey to Pong on slanted

or rolling floors. As you might expect, Pong excels in multiplayer action, while its solo games have you just looking for ways to exploit the A.I. in the preview version, the sheky controls needed some twenking, and succase in the more complicated levels was often a result of pure luck. But Hasbro's



































IT WAS ONLY A MATTER OF TIME BEFORE ONE OF THESE GUYS HAD A RUN-IN WITH THE LAW...





The leader of the pack is back with riot-inciting motorcycle madness! The cops have your buddy, so all bets are off - It's up to you to bust him out of the joint. Join a biker gang, carry out malicious missions, and rise through the ranks to prove you've got what it takes to free that failbird. All-new features include combo fighting moves, cop and multiplayer modes, a sidecar and wicked new weapons. See you on the payement!

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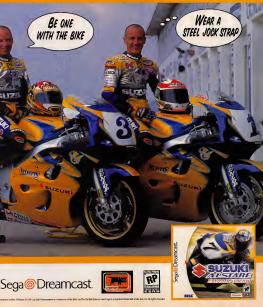


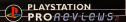






RACING SUPERBIKES IN THE GREAT OUTDOORS?





I GHT THINK that after five Resident Evil rames for the PlayStation (if you include the various roissue versions). Resident Evil 3: Nemesis.

> would easily fall into the "more of the same" foldrums. Yet Nemess handly avoids this trap with intense action, cool new play mechanics, sturning graphics, and gross-out new monsters. It's Resident Evil's third time at bat, and the ball gets parked!

Nemesis picks up 24 hours before the everes of Resident Evil 2 with Jill Valentine (from the first Resident Evil game) trying to escape zombie-infested Recoon City. The only thing standing in her way is an army of monsters. including the usual garden-variety zombles and mutated dozs

This time, though, the Umbrella Corporation is leaving nothing to chance. It has see its began blow

loose, including hunters (which have been upgraded from the first game), bloodsucking land cels, and wall-crawling imps—just to rame a few. But the worst of the lot is the Nemesis, a towering indestructible terror that's been programmed to kill Jill. and it carries a rocket buncher, too. Further completeing matters is a

mercenary squad that's been sent to Raccoon City (by Umbrella, no less) for cryptic "reasons" There Isn't Going To he Any Rescue!

D. BREETTE









Nemess adds several new gameplay elements to the tried and true RE engine. Characters can execute new moves, including a 180-degree turn, a sidestep maneuver, and a shove

that less you repel attacking combles before they have a chance to sink their teeth in you The sidestep and shove, though, are hard to master and can also produce unintended results because they require you to use the same buttons to draw and fire your weepon (you may sidestep around a monster or shove it instead of shooting it at point-blank range, for instance). Otherwise, the controls are very responsive and hold up beautifully

throughout this evening of terror. Nonston Shocks

Nemesis hits you with one shock after another, especially with its new system of random attacks from moristers and changing scenarios. Monsters now re-spown and attack unpredetably: They may crash through windows and appear in places that were previously empty for instance. The Numesis itself can appear almost anywhere at any time and will even chase you through several rooms.



Additionally, the game is nonlinear (you're frequently given the choice of two-courses of action), and the landscape is constantly altered by explosions and other disasters, which open new paths and block existing ones. These new aspects keep the game alive and exciting-even during repeat playighs. One drawback, however, is the lack of warning before boss battles. It's easy to be unprepared for fights against tough-monsters, especially since you have limited space in your item inventory for such things as extra health and ammo.

There are several new weapons available to help you bettle the armies of the undead, in addition to a shotgun and bazooka, you'll have some coal firearmslike a mine thrower that shoots a timed exploding dart. Low on ammo? No problem-you can combine different

pes of gunpowder to create your own ammunition. Firepower is one thing, but you'll also need your with to solve several challenging puzzles that range from pushing objects to matching music chimes.

Looks and Sounds Right

Visually, Nemesis ranks as the best-looking Resident Evil game. The backgrounds feature an eyeful of creepy and atmospheric details, like raging fires, smashed cars, corpses, and bloody handprints. The characters blend into their hi-res surroundings and sport lifelike details, such as the zombies' tattered clothing.

The aesthetic music score and excellent sound effects keep pace with the graphics. Hauncing tunes keep your heart racing while various greens, explosions, and other well-crafted noises send shivers down your spine. Well-case voice actors also help the audio and lend personality to the various characters.

Conster Hit?

Resident Evil 3: Nemesis adds enough new elements to the tried and true Resident Evil game engine to keep the terror fresh and exciting. Kill the lights, crank up the sound, and get ready for an interse night of fright. 19 WWW.DAMEPROWOALD.COM LETTERS GAMEPRO COM

as Carlos, you must find

The lack of a custom controller configuration also hurts the score

CONTROL

GRAPHICS

story moving.

SOUND

The backgrounds are razor-sharp and

loaded with greepy details, and the

characters are imbued with excellent arimetions. Rounding out the visuals

are well-crafted cinemas that keep the

Nemesis' suspenseful music works per

feetly with its plothorn of denamic

sound effects, Important audio cues

like approaching monsters that lark off-

collent addition to the gameplay engine

monster when you intend to shoot it

but it's easy to accidentally dod

screen, are also effectively conveyed.

FUN FACTOR Resident five 3: Nemeris is an excellent addition to the Resident Exil series, it festures enough new elements to keep

the series fresh, while keeping the firmlier winning aspects of previous games Intact.

EDAL OF HONOR, EA's superb new World War II action game, distinguishes itself in combai with a polished, classy performance that would make

Gen. Eisenhower proud. But even if history bores you to cears, Medal's captivating gameplay and spellbinding graphics and sounds make it a must-play battle that's destined to engross PlayStation gamers.

Covert Ops

One of the most impressive things about Medal of Honor is how it gets so many little details right-starting with a cool story line. You play as pilot Jimmy Patterson, a D-Day here who was nominated for the Medal of Honor because of his valorous efforts the night before Allied troops

ned Normandy Instead of returning to the States to press flesh and kiss babies, though, Patterson disappears. He's agreed to serve as a covert operative for the OSS (later known as the CIA)-and that's where you come in, playing as Patterson on top-secret missions in France and even behind enemy lines in Germany. The depth and originality of the missions is a big part of what makes Medal shine. While the gameplay pretty much about wiping out Nazis, you do it in immersive contexts, like sinking a new German super sublitrating a German fortress, and much more. DreamWorks Interactive, the developer, researched every little detail of the historical events that the missions are based on. So instead of searching for red on a keys, you're rescuing downed pilots, searching for shipping schedules, and demolishing enormous rail guns

In terms of gameplay, they're just more objectives, but the realistic, compelling atmosphere spawned by the historical detail makes the game thrum with exotement. Even if you're allergic to history, you'll appreciate the authentic uniforms, weapons, and settings that populate this game

Cool Combat

Set against such an absorbing backdrop. Medal's gripping first-person gameplay sizzles. The Nazis you face aren't just cannon fodder, they're smart, crafty comon fodder who put up a tough fight They'll pursue you relendessly, ambush you from afar, scramble out of your sights, courteously return any grenades

you bestow upon them, and scare the crap

out of you with vicious attack don All that makes the combat both challenging and thrilling because you can't just Rambo through a

regiment; you must be smart about taking cover. sniping, retreating, and so on. In some levels, you'll have to switch tactics, don't Nazi uniform. and infiltrate their bases. Regular grunts are satisfied with your ID papers, but officers reccenize you and have to be killed quietly before they sound the alarm. Backing up all this awesome action is a sturdy two-player split-screen deathmatch mode where you and a friend can chuck grenades at each other

Medal of Honor's slick controls work best with a Dual Shock controller and are smooth enough to give you an edge in battle. Patterson can strafe, crawl, jump, look around, and snipe webous a bitch

Acclaimed director Steven Spelberg was one of the behind-the-scenes inspirations for this game, and his influence shows in the game's dizzling presentation. Simply put, Medal has some of the best sound on the PhyStationif at all possible, play this game in surround sound. Nazis challenge you with a wide variety



of Garman

- Action ■2 player # ESEE; Teen





while atmospheric effects abound. You'll hear

the ominous thunder of artiflary in the

distance, the whistles of search parties hunting you, and more. The moviesoundtrack tunes and cool weapon sounds-from the thunderous crack

of the sniper rifle to the metallic snart of the mounted machine gunswill make your spine tingle. Visually, Medal also packs a wallop, Rich, detailed scenery gives the graphics an N64-like look, though the occasionally tight draw-

distances remind you that, yes, this is a PhyStation game. Fine camerawork and a wide variety of fluid animations round out the game's visual firepower. Pin That Medal On

Without question, Medal's stellar soldiering makes it one of the year's top tides and a must-own game. This is one mission you





Pre assor wine are traded w id of detail usually found on a Hollywood set. And the well-enimated, well-

modeled characters are dressed in thereic uniforms with authoricic enpors—it's all there.

5.0

SOUND Medal's sound ranks among the Play-

Station best. Nerve-langling atmosyour seas, while the music and wespon sounds electrify the ears.

CONTROL

The controls handle so well that you don't have to think about manipulating

the controller. Patterson packs serious WWII heat-bazookas, "potato masher" grenides, and more - and you'll deploy

FUN FACTOR If action serie your adversaling it at

you've good buy this game. Mede's the going combat melds with the beautiful graphics and sounds to deliver one of the PhyStation's top action games.































THE TALISMAN OF FATE

"YOU FIGHT LIKE A WOMAN" will forever be a statement of respect



MASH AND CREW are returning to the Play-Scation in CTR: Crash Team Racing, an unofficial "sequel" to last year's smash hit, Crash Bandicoot: Warped, Although kart-racing games have already hit. the PlayStation with recent titles like Chocobo Racing. this new entry from the programming wizards at Naughty Dog immediately takes the pole position.

power-ups-not to mention, its universal appeal to samers of all calibers and ages-make it unique. Stylish kart racine finally arrives for

Crash first already received a taste of fast ractor adventures with the fiving and racing modes.

Its sharp graphics, detailed levels, in-depth gameplay, multiple features, variety of weapons and the PlayStation!

GO. SPEED RACERS

in Crash Bandicoot: Warped. In fact, Naughty Dog did such an impressive job on that game, it decided to make an all-racing game with the major characters and settings from its first three Crash games. In CTR, somers can choose from Crash or earlit other characters and their individualized

racing learts. You can play solo in Adventure mode as you race different courses to collect specific items, or Time Trial mode where it's you versus the clock. In Arcade mode, you can either go solo or against a friend on 20 tracks in a angle race or a four-course cup. Plus, it's possible to link up to four players in Battle mode as you wage last warfare in seven combat arenas with 10 weapons and various power-ups, such as tracking missiles, turbos, and warp orbs

ROAD TRIPS

The Adventure mode provides planty of challenges and a variety of objectives offering more than sust racing action. You have to revisit each track many times to complete all the objectives, which range from collecting semicups, keys, and bonus tokens to unlocking the boss levels. Defeat all four bosses, and you'll tackle new Crash baddle Nitros Oxode, an evil, speeding alien intent on turn ing the planet into a gant parking loci

LIFE IN THE FAST LANE

CTR is as fun to watch as it is to play On-screen visuals rev the PlayStation's graphics engine with fluid animations, detailed backgrounds, and zero pop-up-all of which accompany the game's fast frame rate and speedy action. Although the settings vary from spx, white snow-sweet fields to dark, murlor underground sewers, the courses are easy to ravitate. Bonus erems and weapons are identifiable, as are sharp, sudden curves

> and dangerous obstacles. Throughout CTR, clear, entertaining sound effects liven up the action. Plus, the toe-tapoing beats are fun, never becoming tedious.

TARGET THE TAILPIPES

The karts are very easy to maneuver. True road warriors will master the powerslide and the use of turbos to ride the road to victory. The controls are very smooth and responsive --











P: Pick up fruit



especially when using a Dual Shock controller-and firing weapons while

steering is a breeze. Plus, if you gather enough fruits and bonus items, you'll be able to chain together consecutive turbos to propel a kart through an entire lap. Remember: You'll need these skills to conquer the opposition in the highly entertaining and addictive Battle mode.

FUD ON WHEEL C

CTR is an instant PlayStation classic with its sharp graphics, loads of challenges, and smooth controls. Gamers of all skill levels and ares will be able to lust pick it up and play-always the sign

of a well-designed game. Plus. CTR: Crash Team Racing goes that extra mile, packing in enough features and depth to keep both newbies and veterans coming back for more. Put the pedal to the metal! @











Playing CTR is like watching a TV cartoon: Lush 3D environments, zero pop-up, and slicy, smooth animations create a believable sense of speed and

adventure.

Crisp, clear sound effects complete the gaming experience by identifying weap ons, power-ups, and obstacles The soundtracks for each course are catchy,

rather than repetitive. CONTROL

You have social mastery of your risk with simple controls and sharp on screen response. To truly master CTR, you'll need to practice powersliding, which adds an enjoyable challenge to

the game. FUN FACTOR

CTR's fun and accessible to all earners It's easy to just pick up and plax Plus. plenty of options, tracks,

characters, and game nodes keep the replay factor high. The multiplayer modes are especially appealing.



















AST YEAR, Spyro the Dragon torched the Phystation with its wirmseal, fun gamephy, outstanding characters, and exceptional graphles. Spyro 2: Physio's Rage continues the same flight path, offering a more devires gaming experience with targer worlds to explore, stellin graphics, and, of course.

continued by the control of course, spyro and his lovable band of merry (yet sometimes disbelial) costars.

Vacation,

Shmacation
Our story begins with our
flery little hero deciding to take
a much-record variation in the parceful

Coastine community of Oragon Shores. Before Spyro can apply even one drop of sunscreen however, his journey is interrupted and he's whisked away, er, summoned by three desperate souls to the magical world of Avalar to take care of the evil Ripto. As you can imagine, Rybo's quite the bully. He and his hindrimen are making life simply unbestable for the inhabatans of Avalar.

Of course, the only dragon that can save the day is our pall Spyro. It's up to up to guide Spyro with his winged buddy, Spariss, through more than 30 levels of prime-time adventuring to collect 30 claimans, lost of gene (which you can actually use in this sequel to buy goods and services), and, if you're a complete, 50 magical or br.

Flaming Youth

As in the first adventure, Spyro 2 is off the hock with some of the most littler graphics around—and it all begins with our scaly friend. Spyro effort lessly prances, glides, and disthes throughout each level. You'll get so caught up just watching the little fells that you may forget you have busness to take care of. In addition to his standard reperture of moves, Spyro now swims, clithes, and howers, among other thrust.

Spyro 2 also features some of the best animation around. Spyro trots along convincingly with lifelia style and grace the way only a dragen can (if dragens were, you know, real). But it not just his fall one-eners start make him seem more reptile than repole—it's his personaley. Throughout each cut-scene and during passes. Spyro reacts appropriately to the situation, displaying expinate emotions from happy to excited to confused to

every feeling in between. Furthermore, the worlds that Spyro traverses are simply dazzling. Each level sports meticulous details, including ornatally designed structures; stick atmospheric manness such as lightning, rainbows, and snow; and layishly detailed environments, both high above and deep below the sea. Spyro's adventure is supported by the game's tight controls and outstanding sound effects and music.

The analog stirk provides unparalleled providing as you move Starte.

De Do Do Do, De Da Da Da

standing sound effects and music.

The analog stoke provides ungaralished precision as you move Spyro
through the environments. You can stop on a dime, death with missileguided precision, glide efforclessly through the air, and so much more.

When it comes to throwin't down (or in his case, throwin' out), Spyro's
ready to bus out the filterin' whooper stok! He can harm his entimes with
some serious breadth of fine bash focks with his sucerbarned dash more.

stack our sudata by gobbling up nodes—or whetever—and spiritin "em at their noggies, node uses an upraising with his ground-doctorp menceure—all with case. And you'd better believe that Spiritis is there to cover his back. What's more, Spiro 2 is make to the ears. Aside from all the standard in sparse bels and whiteles, such as the whocoh of chappen fire and the twinding notice when you pick, up agm. Spiro 2 if securis outstanding socies when you pick, up agm. Spiro 2 if securis outstanding socies when you be the proposed of the property of the spiritis of the spiriti

→ PROTIP: When building these hulling monstreatiles in Hurriers, into toward them while shooting bursts of fire. If you get too close, they'll whack you with their wrenches.
→ PROTIP: You have to be greatly to get

PROTIP: You have to be greedy to get through this game. In addition to collecting all the gems in sight smash open containers for additional goodies. This butterfly in a botde rewards you with an extra life.







PROTIP: As with most action/ladventure





jumping and hovering to acquire an orb

just when you thought its graphics

couldn't get any better .. Spyro 2

nasty Chorc has been replaced by the little

orange tyrent. Ricto, in Scyro's latest adventure.

► PROTIP: When temins Hunter's meets rev. stay dose to the saa horse-and don't let him out of your sight.

(who also provided the melodious goods for the first game), which range from hop-n-bop rock to tribal chants to soothing new-age overtures.

A Hunk of **Burning Love**

If you simply loved the first Spyro, or are very intrigued by the second, you can't go wrong with Spyro 2: Ripto's Rage. Once you get over its cute exterior you'll find an excellent platform action/adventure game ripe with the goods that make summy great.



4 PROTIP: Use your fire attack against collect their spirits. which will open up the spring portels cie'l lump to

Ripto's Rare bursts on the scene with some of the tightest visuals around. Spyro's new moves are just more long on an already well-frosted cake. SOUND

You'll be fully immersed in Spyro's world thanks to all the right atmospheric effects, excellent voice-overs, and topnotch tunes.

CONTROL The corerot is solid. You'll be bustin' a move and cutton' a groove in no time at all. The only knock here is the earth's sometimes unruly camera angle.

prime-time gaming it sin't in the Cowboys-it's in Spyro 2 Ripco's Rage.

FUN FACTOR 4.5 Great pladorm action/adventure games need fluid graphics, tight controls, atmospheric effects, smooth tunes, and challenging, yet attainable, goals, Spyro 2 has all of these in spades. If you want To score two much-needed orbs

Hockey Madness

from the Colossus level, you have to play a couple of mini-games

that revolve around hockey. Your first challenge is to score five goals in two minutes-sounds easy enough. When the puck is in play, simply glide up to it so checks, glide toward the goale



but it's actually pretty easy. Once

balance, Next, skate toward the





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MUSIC GENERATOR

MANNA SEE YOUR Physication do the impossible? Check out the unbelievable MTV
Music Generator, a mind-blowing sonic concection designed to let your inner mix.

#4 players # ESILE: Everyon

GRAPHICS

SOUND

to put 'em together

CONTROL

Olog, it's a music program, so there

isn's much to look at-but the screen's

layous is super clean and easy to understand. Plus, those psychedelic, geomet

track-but all the ingredients are

there, from stinging lead guitar to hyp-

notic trance dance loops. You just have

5.0 This score is subjective—after all you're the one meking the sound-

ric videos are cool to watch

Block-Rockin' Beats

crester nin wild

While discs like PaRappa and Gutor Freeks let you play with music, only MTV Music Generator lets you create it. No mere game, it's actually a sophisticated yet simple mulcitrack studio. You've given 24 tracks to fill with over \$000 sam-ples, from full-on fieldy bass lines to heart-stopping techno drum loops. You' lines, wailing guitars, vinyl scratches, speech snippets, spacy sound effectsmix 'em and march 'em as you please for a personalized electronic cours. Use preexisting riffs, or go in and create your own, one note at a time. Still not sociated? Pop in your fivorite music CD, sample a phrase on a drum best, and weave it into your mix. Take that, Puffy



Assettingly, that's just the beginning. Songs can be saved to memory cards, so you can replay you

and. Wint a video? No problem-set your parameters (or let the PlayStation do it for you) and watch the resulting reametric light show. If you have a multitio, you and three friends can hook up for a lam session, each contributing different samples and hear to make beautiful noise together. You'll be surprised at how engrans The simple interface and enscreen help rock, but the sheer volume of material and death of scope can make things dounting at first. The tourhest thing is remembering which button does what, but that becomes easier with

nd experience. Also, figuring out how to get samples of different pitches have been seen and to work together is tridge, you'll need to invest a bit

of time for truly mind-blowing results. Fatboy Who?

MTV Music Generator offers obscenely powerful tools for creative gamers who have always wanted to

take their own tunes. It's not for everyone, but the rogram's surprising dopth and ease of use make it a ove for music fees.



The interface is very friendly, and some of the editing tools behave just like pro fessional audio programs costing hun-dreds of dollars. Simple but plentifu nos gude you to your musical so **FUN FACTOR**

Insure marcel gradienters or detailed sorte creation—the choice is yours, oran if you're tone-deaf. If you have an imagination, let MTV Music Generator

give it a proper workout. In a word, the



Can'f decide Which for?? Gef'en all.



OTARGET





#2 players





world with the surprismely solid MTV Sports: Snowboardine. Not only does the come offer a fun time on the slopes, but it also features a super-cool Create-a-Park

mode that enables you to create your own treacherous runs.

MTV Snowboarding features a lineup of six fictitious riders and a collection of six boards to shred in five gameplay modes, including Training. Challenge, and Head-to-Head. It's the Create-a-Park mode, however, that really separates



this title from the tack. For the first time ever in a snowboarding tide, you can create your own body-busting parks in which to compete. You get a healthy plot of land to fill with trees. lumps, rails, and rocks. There's only one run to design on. but if you're imaginative enough, you'll spend hours upon

hours creating the most inspe parks. Furthermore, you can save all your creations to a memory card, then take

em to a friend's house to try out. Graphically, MTV Snowboarding makes a solid showing





with a fast frame race, smoothly textured tracks, and nice boarder animations. The characters are pretty standard looking, but they all fit the part. Unfortunately, there are instances of pop-up and draw-in, as well as some wadsy things going on with the game's collision detection-but none of this will set in the way of your good time. As for sound, well, it is an MTV license, so you can

expect same rackin' tunes from today's hottest bends. such as Blink 182, Fear Factors, and Face to Face. The otherwise standard in-stame effects fit the stone perfects The only sore spots are the time character voices, which you'll want to turn off

The controls serve the game well, but don't expect Tony Hawk on a snowboard. Rattling off os -short of 360's, 720's, and other somaccompanied moves—proves frustrating because your boarder drops from the sky like a dead pigeon. A lot of patience and practice is a must to become a boarding mas-

er on MTV's mountain



a look from the autreme-games frithful. For others, it's definitely worth a rental for its fun pick-up-and-play action-and even worth a purchase if you're entitled by the Create-a-Park mode. However, with Cool Boarders 4 around the come (see "Sneak Previews"), you may want to hold off until you know the final score. To



The addition of hot bands such as Blake 182 gives MTV Snowboarding even more star appeal, but the bare-bones ects won't thrill you. Also, what's up with those sily character voices?

It will definely take some time to mayter the controls-other than whichbed app moves, busing more than four tricks will prove thong However, it's not so difficult that you won't set ireo the action after a couple of setings.









FUN FACTOR

While not the perfect same, MTV Sports: Snowboarding can prove addicting And if you're creatively indined, voi(il have a blast with the Create-a-Park mode

con is a bit off.











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② 27 HUGE, twisted levels including three N64-exclusive levels
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& Ride vehicles including tanks, burros, kangaroos and crocodiles

& Ride vehicles including tanks, burros, kangaroos and crocodiles & All-new costumes give GEX more powers and wea<u>pons to fight evil</u>

& Three secret playable characters and loads of hidden surprises & Large 256Mb cart equals bigger levels and more GEX wisecracks

"GEX 3 tailwhips all the right buttons —variety, humor, depth,











PLAYSTATION PROREVIEWS

LIKE SLED STOLM before it, No Ferr Downhill Mountain Bills Riding dulivers origins, unexpectedly exciting moing. If you're a fiend for spend looking for a change from the slew of careracing games. No Fear's gal the thrills to get your adressine pumping.

Gonzo for the Finish

No Fear's all about bombing down hills while keeping your mountain beke on the blending edge of wiping out. Safety comes second to pushing your rider to the limits, and the only way to win is to always feel like you're inches from a spectacular crash. The result's very exciting racing that's made more interesting by the fresh feel of dealing with the

physics of a bike instead of a car. Through it all, the controls are responsive fonce you've mastered the finer points of how your biles sexually isn't a car's but the learning curve's steep

Unfortunately, the game has one big flaw: Along with no fear, there's no forgiveness---make one mistake and it's race over, try again. Replaying tracks can get very

Still, this game is tough even on the easy setting.

Extreme Racing Graphically, No Fear isn't much to write home about. The tracks have a grany, pixelined look thee? outdated; though the speed's wicked and the inden

too good to be ignored.

like the whirring of your chain, keep you in the game, but there's no music or announcer For some, No Fear will be a passion; for most it'll be a rental it's too flawed to be a hit, but it's

aggravating, but the rush when you win is huge

have some cool animations. The minimalist sounds

· facing =3 players #ESSS: Every

le lump at the st

TEST DRIVE

THE OFF-ROAD SPINOTF of the Test Drive franchise has never finished as strongly as the podum-grabbing street-racing games, but Test Drive Off-Road 3 news up with awesome sounds and graphics that give the series a snapov new look. Unfortunately, the controis and sameolay leave a lot to be desired, maring this sequel in the mud.

Just Add Traction

As always, TDOR3's selection of rides is unparalleled, ranging from Hummers to Dedge Rams to the slick new Isuzu VehiCrosses. Like in most racing games, you can compete in single races or championships where you earn cash to upgrade parts. The two-player spire-screen mode performs respectably, but the frame rate slows down noticeably

The problems with the physics and controls, however, begin right at the starting line. The cars have a floury, bouncy feel that's difficult to manage, while the environment seems almost stickyyour car can get unexpectedly trapped on word obstacles. The resulting gameplay is more of an exercise in frustration than fun-it might realistically represent the challenges



Nice Ride When it comes to eraphics, TDOR3 earns some redemotion with

its lighly colored tracks and heartfully rendered rar models. On the sound side, the soundtrack kicks ass with big-name bands like Blink 182 and Eve 6 pumping out the tunes, while the in-game sound effects are sharp. Unfortunately, TDOR3's slick stylings won't give same's enough

meany nameday to so the distance. If you're hardcore about offroad action, Test Drive Off-Road 3's worth renong to check out the cool rides, but everyone else should steer clear.

INTELLIGENT GANG WARFARE GRAND THEFT AUTO IS BAC



RESPECT IS EVERYTHING.





Fight ine Geng Betrey your Boeses Join your Enemies Start Turf Wers





GET THE DEMO AT:











PLAYSTATION PROREVLEWS

ARMYMEN

AIR ATTACK

THE NEXT WAVE of Army Men is invading by air as the franchise tries to reinforce its solid ground force (Army Men 3D) in PlayStation territory. While it

Published by 300 =539.99

doesn't score a direct hit, Air Attack gets a medal for its strong features and straightforward shoot-em-up game engine

=2 players Margitable nor . ESP#: Teer



4.5 5.0





GREENS ARE GOOD FOR YOU

In Air Attack, you take control of the listest Green Army heli-copters and battle the evil Tan forces in a war between plastic

soldiers. You can pilot four helicopters, but some choppers can be used only after completing a set number of missions. The 1B

ives, which include retrieving top-secret weapons and rescuing POWs, test your piloting skills, while your thumb is sub jected to blistering combat as you take charge of an arsenal of heavy-duty wea

Right from lift off, Air Attack flies smoothly with its easy centrols. This isn't R/C Stunt Copter where mastering controls takes an entire day-forward, backward. and strafe are all you need to know. Firing weapons is also a cinch: just lock and ad-and fire at will

CASHALTIES OF WAR

k. Air Attack loses altitude, but still gains ground with cool firefights. The frame race is choppy at times, and the small environments are bland with few eye-catching sights. Explosions from rockets and fiery napalm, however, will entice you to complete your objectives without raising the white flag. Patriotic music will also help your march toward

stooy, although the character vacces will amony you with their repetitive cleature.

Caletts new to the squad may enjoy AP. Attack's simple, spray-to graneples, which backs any heavy strategizing. But for generals who expect more a long for the back, "Army Man, AP, Attack's a wer that, should be first fought at the local rental store. (9)

BALLISTIC IS AN all-ares game that combines the quid thinking of a puzzler with the fast reflexes of a shooter. A

breeze to get the hang of, it'll be fun for kids and newbles. but it lacks the adrenaline rush that puzzle feratics crows

Nice Shootin', Tex In Ballistic, you control a rotating turnet at the center of a spiral loop around which a stream of colored balk flows. The exal is to prevent the stream from reaching the turret by firing balls at the spiral to create combinations of three or

more balls of the same color. Beyond the two-player Vs. mode, Ballistic has two styles of play. Panic mode is a continuous game that adds more colors the further you so, while Stage mode enables you to race against the clock avoiding stuff like whirthwinds by using smart

bombs and other gimmicks. Straight Shootin'

While Ballistic does have some of the addictive quality found in the best puzzlers, there's not much else to interest die-hard fans. Most will zip through the early levels of Stage mode-only to become frustrated by multiple loops and claustrophobic starting points as they press on. Panic mode is a good way to get used to the game, but it gets old guick, and Vs. mode lacks the "zap your opponent" fun of Puzzle Fighter

As for control, the trisser is pretty slow, making it tough for solissecond shots. Visually, the backgrounds look interesting, but the rest of the graphics lack originality. The same goes for the music and sound, which eventually you'll mute. All in all, Ballistic is like some G-rated films-kids might enjoy it, but adults will take it or leave it. @

ST BICK DANGER =2 pla

ESSE Everyone

■ PROTIP: Avoid sin

pairs and combos as soc as you can, perticularly on the balls dosest to the can

W PROTIP: Watch out who you set off multiple co ations. They can so off olm for the next shot









is as close as it gets to the intensiof real-life tactical operations. You'll control an elite multi-national strike force battling international terrorism.

Rainbow Six's explosive real-world action is coupled with spine-tingling tactics to create a gaming experience you won't soon forget. Rainbow Six is so real you'll find yourself yelling "Tango down!" in your sleep for weeks.

















ROCK AND ROLL! Konsmi presents Guicir Frenks-another japanese-only music game—to test your reflexes and rhythm. The game's setup may seem offbent, but its gameplay's right in the groove.

Air Hendrix?

As with its predecessor, Beatmana, Guitar Frenks is a musical game of follow the leader: Colored lines scroll by on the screen and your challenge is to press the mapching button and pick your guitar when those lines appear. You earn bonuses for combos, but are booed off the stage if you can't play in time. Two players can trade licks in a stostring showdown, too

An Axe To Grind

just as the DJ simulator Beatmania wasn't truly cool without its custom turntable peripheral, 'Gutar Freaks only really cooks if you spring for the special gutar controller. Not only will you find its buttons logically laid out compared with what you see onscreen, but you can yank the guitar around a bit to earn your "wailing bonus," as well. The Dual Shock controller thumps to the best and lets you reprogram the buttons, but it's still a distant second to the guitar controller-knock that Control score down to 3,0 without the guitar

Come Get Strum

Simple lines on a screen and some flashy 2D animation make Guitar Freaks visually sparse, but this game's more about what you hear than what you see. The excellent music -20 tracks ranging from punk and pop to suif and shred-will have you humming for hours after you by down your grooves The menus are in English, but you still need a Japanese-console to play It's a shame Konami doesn't plan to release this unique challenge in

the U.S. But if you can afford the import (plan on at least \$120 for the set), then by all means, rock on!















on, Green, Pick at the mode-select screen







rat attack!

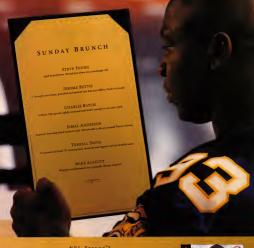
love. If you're not one of them, however, think twice

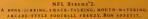
Rat Attack's gamepley recisits classic com-ops Re Mr. Do and Die Due, You choose one of eigh cats and squish, fry, or scoop up the destructive rodons that wander around the game's 50 levels. That's it, realwith some power-ups thrown in for good measure. The 3D graphics are respectable but far from stunning. The poppy music matches the curesy action, and the analog controls perform nicely

The vame's elementary require makes it easy to learn but will probably leave older gamers cold. unless they get hooked on the multiplayer mode. But

If you like the arcade reachines of yore, nibble on Rus Arcack. (2)























Crigor QVP Type server and large on technologist fire have induced AL crow (AL include making on between training formal surgaused CV Apportun (Crowly technologists of PLECOSIC CV ML/CRES (Stops) in registers of the CVP, process, wave stagents in an CVPM ALASSIC AS Consigned by \$85 does (AS does not be \$85 does not be \$85 does not be \$85 does (AS does not be \$85 does not be \$



creCreate à









val Tomb Raider...

"After reaching legendary status on the PC, the Might and Magic universe is ready to east its spell on the PlayStation."

Play It With a Vengeance.

Prepare for the ultimate battle of good and evil. As Drake, a lone mecenary toushened by years of hardship, you re sweet up into the midst of a Crusade in the incredible 3D lantasy-action lands of Ardon. Your only mission is to rid the land of the same vile evil that annihilated your family. Then, and only then, will you have your respond

* A unique blend of action and role-playing

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* Slay your commise through scores of gueling quests

* Go to battle armed with a variety of wicked weapons & sizeline wells











IINTENDO 64 ROR-E-V-i-E-II-S

ESTLEMANIA

HE ULTIMATE SMACK-DOWN has arrived with WWF WrestigMania 2000. Thanks to its complete roster of superstars, excellent features, fluid gameplay, solid controls, and brazen attitude. WrestleMania absolutely rules the N64's squared circle. Know Your Role, Jabroni

WrestleMania features over 50 of today's beging superstars and dangerous damsels, including The Rock, The Undertaken and Chana, as well as new

comers Big Show and Y2], Chris Jericho. Each bruiser struts to the ring accompanied by accurate theme music and armed with a full complement of moves and signature slammers, such as The Rock's "People's Elbo You can also create your own wrestlers. In addition to modeling their

appearance, you decide what moves your browler will have and what their fighting style will be; you even factor in variables such as how easily your wrestler will bleed-and how they'll react to the sight of blood. Turn Up the Heat!

For your puglistic enjoyment, WrestleMania throws in some kick-ass game modes. In addition to the Exhibition mode-which includes Singles, Tag Team, Three-Way, and Cage matches-the game has the brawl-o-rific King of the Ring, the brutal Royal Rumble, the pursuadous Pay-Per-View, and the raucous Road to WrestleMania modes

King of the Ring is a tournament-style event that enables you to select up to 16 wrestlers to compete in single or tag-team matches. You choose the fighters and the areas in which shey if brawl-you can even create a Championship belt and put it on the line (see sidebar, "Hardware Wars")

Royal Rumble event. Pick your superstar, then select up to 39 of the haddest men and women to so one-on-one with. As with the King of the Ring, you'll be able to pick your venue and decide if one of your created belts will be the main prize call all the shots. Name your event, choose the arens, fill your fight card with up to 15 matches, then

GRAPHICS Wrostellaria's graphics are sweet Each wrester moves fluidly around the

ring, busting the most authentic-looking headringers this side of Monday night. Because the characters are hand-drawn, however, the body skes don't look as tight as those in WWF Armude

SOUND Aside from accumite thome music, the sound is prictly there-bones. There are

side announcers. Fortunately, Wrestlesystem of attack with grapple and strike: Mania's gameplay and features speak for moneuvers. While this leads to buston-

ness has some to beat down another victi

If you want something more challenging, you can fire up a

For those of you who desire to be Mr. McMahon, you can opt for your own Pay-Per-View where you

select your superstars, cramming in as many as you can for super slam-tastic action When you think you're ready, you can finsily knuckle it up in the awesome Road to WrestieNania mode. Designate your favorite bruiser, then his the WWF circuit for a season's worth of matches to become the new heavyweight champion. You'll be tested through all of WirestleMania's bombestic events as you attempt to rise in rank Of course, while working your way up to being the number-one consunder, you'll have to rack up a good record and win a few titles.

CONTROL Tiene Unlike WWF Attitude, which uses fighting-givine style button presses fania utilizes a charged-based

such as Hardcore and Intercoonnental

FUN FACTOR WWF WresdeMana 2000 is the best wrestling same of the year, thanks to its excellent gameplay, fast action, stellar graphics, and superb control. If you already own WWF Attitude, make some masher coments, masters of the system space—the king of the ring is here.

GAMERIO DECEMBERATION



#4 players #ESUS Tees





TIP: To double-team during a im match, stand next to your ents, then press and hold A







4 PROTIP: To jam your opponent's read into the tumbuckle while they're

It's a Bloodbath

WresteManta's graphics are some of the best in wrestling games. Adorned with the correct fighting attire, with character looks the part and moves fluidly and naturally around the rink, busting out bone crushing moves, thanks to hand-drawn animation (unlike WWF Attitude and WCW Mayhom, which both use a-captured animation). The end result is a smoother more malistic symephy experience

The controls are also some of the best in the biz. Unlike WWF Attitude, which uses fighting game style button presses to pull off moves, WrestleMania uses a charge-based system of attack

with grapple and strike maneuvers. How long you press on charge your buttons dictates what moves you'll perform. While this control scheme definitely lends itself to button-masher brawls, it also makes it possible for someone who's mastered the game to simply dominate their oppo-

nent (for more tactics info, see this issue's "The Fighter's Edge"). About the only sore spot in WrestleMania is its sound. While it does feature accurate theme music for all the wrestlers, the effects are pretty bare-bones. There are no voice-overs, no verbal taunts, and no announcing

crew. Fortunately, the awesome gameply, and wealth of features make up for these sonic shortcomings. And That's the Bottom Line

WWF WrestleMania 2000 is, hands down, the best wrestling

Its superior gameplay, 50-plus superstars, and awesome Natures make it a must-buy gama —especially if you're a fan of the WWE The king of the ring has arrived. (2)





Factor, you can create your own championship belts, and then battle for them against your friends in Exhibition, King of the Ring, and Royal Rumble modes. Plus, you can create multiple belts for each match in all your Pay-Pre-View events. You can then save your created belts (as well as your edited wrestler) onto a memory pak and take them on the road to a buddy's house.

Hardware Wars

Van Xan











GRAPHICS 5.0 With a Mature raping RE2 had little rea-

son to supply an option for mighiting its Wolenou—which is pretty grussome no matter what level you choose. Sall, this game's smooth visuals unquestionably output for the PhySosion version's.

SOUND 4.5 An ensemble of chilling screams and in

tense music creates the perfect audio symphony. Nevertheless, as in other RE games, characters speak in a microscone.

Controlling your characters is much easier in RE2 than it was in RE2 Dual Shock Version. The analog stock is actually pressure sensitive, which, lappin, makes the Run button obsolete.

FUN FACTOR 4.5

With its brillians graphics and frightening music, RE2 contains all the elements of an excellent action game—but its two years old. Rookies will be delativated while seasoned accribin hunters.

One of RETs surprises is at many loading passers. Unlike most N64 games, REZ loads frequently, espocially when you ester moores. In spite of that zeropance, Residue Eni 2 is still a shell. RE vectors implewant to say away due to the gamel' say, but anyonewho hasn't experienced diss will shell should onjo-REZ on the N64. G

means you don't need to use 2 Run button anymore.



that arcade feel Without that arcade smell. thito the Game O TARGET

INTENDO 64 PROBEVIEWS

TOP GEAR RALLY 2 B 2 FEBRE sim with many appealine features that should delight serious fans. It also has a certain degree of complexity, however,

Blaries #4 players ESIR: Everyon



ling and durability of your car

that may bore or even frustrate casual samera

Rally Realism

Rally takes racers across the globe, offering five cups with 10 race trems. If you don't mind the realism of a rally simulation. the numerous upgrades and on-the-track repairs during pointto-point competition should keep you happy The game's graphics shine as mud splatters across your wind

shield, while cracked windows and dirt-scaked body panels enhance the completitive experience. As for control, you can adjust the steering to your individual driving style, which enables even beginners to master powersliding through bends. Rally's sound is slightly disappointing. The crackle of lightning and the pounding of wrenches make you want to Jump out of your seat, while the total of two sones makes you want to turn the music off.

As for the racing itself, the unforgiving tracks livelive numerout drive-train breskages and tire changes that slow the action down, something that may drive away some gamers, but pump up the adrenaine of hardcore sm fans.

Kick It Into Geor

Top Gear is just a rental for most, lit's a welcome change of pact for those who want more of a simulation than Beetle Adventure Racing, but who wish to steer clear of the complex, demanding World Driver Championship.





out careening into en obstacle, term your cer just b

with his wormy self in his allnew 3D adventure-lucks With this game's horrendous will want to play with him. Earthworm Jim 3D works hard, but doesn't quite replicate the

quirky style and personality of Jim's classic 16-bit side-scrolling adventures that made merry with such pastimes as cow hurling and puppy smushing. In EWI3D, you're the worm with the planand you're stack inside your own brain, which has been infiltrated by the sinister Psy-Crow. You'll have to confront your own weindness in levels with personality motifs that present overly familiar piatform challenges.

Ride the Piggy

The EW] franchise's highly detailed environments and fluid character movements return in his first 3D jaunt, but this otherwise handsome game is lean on eye candy. Ditto for EWJ3D's score and sound effects that offer energetic, amusing music and cool outps from lim-but their general lack of energy will keep your heart rate low... that is, until you have a coronary

from interface frustration.

Camera glitches have become standard practice in 3D platformers, yet EW[3D's lazy, overwhelming camera is among the worst offenders ever. You'll have to move the viewpoint constantly to find incoming attacks, and there's no convenient way to see items, obstacles, or enemies above. Even the game's inturtive pseudo auto-aim feature can't clean up this can o' worms, and the result is a dis appointing experience that's more enraging than fun. Avoid this washout at all costs.

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S. Brollable :

#30 platforms

• 1 player

FSRR Fu



KNOCKOFF MULTI TAPS. NOW YOUR FRIENDS CAN SIMULTANEOUSLY KNOW WHAT A CHEAPSKATE YOU ARE.



Settling for onything less than the well thing can be a bad idea. So jack up an authenin: PlaySolation' handled "Allel Tite, He by you begup to five pripers into near console. Which means you can put you closest intendiblys to the test with no holido bound group racting or a gelf forestorm. Two Multi Tites about the first, And unlike the center child; you'll review must he sick of dismonlaring your console. Or throtting your separation.



NINTENDO 64 PROREVIEWS graphics will make hardcore shooter fans run for cover.

RAINBOW SIX RETAINS the same fierce combat found in its PC counterpart. Unfortunately, the N64 version's arduous controls and less-than-stellar









Using strategic planning and sharp-shooting skills, you command a four-man anti-terrorist assault team that must fight evil dudes from...

all around the world. Saving hostages, diffusing borinbs, and stealing secrets are just a few of the objectives in the game's 12 missions Before heaving into the field, you plan your attack and equip your team—and one of the game's strengths is its slick weaponry, which consists of authentic counter-terrorist gear. During gameplay, you deploy your men in two squads of two. The AJ, controls one duo, and you play in the second via a firstperson perspective (your partner follows your moves).

Visually, the level legours—such as the multitiered structures and jungle pathways —look lifelike, but sometimes you'll move through solid objects, and enemies will often become stack in walls. At least the sound effects, from the game's subcle music to its whitzing bullets, sub Rainbow's ambiance perfectly. Even radio transmissions from team members are clear and believable.





Ranbow Six's double-team design is a cool concert—but it's also the worst thing about the game. Often the computer-controlled team can't maneuver ed obstacles or dimb up ladders which gets extremely frustrating when you're attempting to mount a simultaneous attack. Just the same, Rainbow alistic style of special-ops war fare makes it worth a rental.



UBI SOFT'S ROCKET has none of the spirit of its superb platform game, Rayman 2. The Great Escape, Even & it did, you wouldn't see it thanks to Rocket's harrendous camera.







JANITOR BLUES

In Rocket, you're a unicycle robot who works as a botton in the Whoosie World amusement park. When your creator leaves, the diabolical jojo (the world's smartest raccoon) tries to take over-and it's up to you to stop him. Your weapons include a tractor beam that enables you to grab and toss objects, as well as assorted wincles ranging from a paint-spitting tank to a mechanical dolphin.

Rocket: The Robot on Wheels launches with a few notable pluses. It features a hub world with some cleverly designed levels. (most of which you'll have to revisit after gaining new powers), some amusing man-games, and a few cool challenges-like designing your own roller coaster.

ROCKET PLOPS IT But the burn out begins with Rocket's inconsistant environments

that vary from expansive fields with flowing rivers to garsh blocks: floating in space. Visually, detailed characters and cool vehicles highlight an otherwise drab atmosphere. Sadly, the elevation quality music score and utili-

tarian sound effects don't help much Rocket's ultimate problem, however, is that its gameplay is a flop. The nightmarish controls feature a lazy camera that sometimes gets lost behind walls or changes position during dangerous jumps. Plus, the tractor beam is worfully inaccurate, and vehicles respond too slowly. Even worse, the depth of field during gameplay is difficult to discern. Smoly put, this game's interface is far more challenging than its puzzles or obstacles, making Rodies just one long, unrewarding exercise in tedium.







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DREAMCAST PROREVLEUS



ESRI): Excress

OYS ARE ON the march! Joining the ranks of games like Army Men and





Read the mi

n invasion, after freeing the helicopter, push it into the vaporitier to dear it of spi-and snipe from a distance.

ammo on the UFOs whan they firs

enter the room-they're vulnerable onl



Hot Wheels is Toy Commander, a well-crafted combo of action and strategy with a touch of nostales. Armshair warriors will find these tiry tot troops well

it's a Small War After Aft

Toy Commander takes place in an eight-room house where you have to complete seven missions in each room. You'll race toy F1 cars, fly model airplanes, move plastic army men via a troop transporter, and use "conventional" toy weaponry such as pencils, tacks, firecrackers, and bottle rockets. The missions feature plenty of diversity—you'll do everything from defending a toy city against a grant inflated

The gganoc stages are nevertheless a perfect nostalgic much for

the pint-sized action. You'll recognize such favorite childhood

toys as colorful building blocks, play farms, and mine parlong-

garages. Multiple views and competent controls help move your

vehicles from place to memory-filed place, though the camera

monster named "Chuck" to collecting plastic army men who have gone AWOL One of the most arresting features of these missions is the "tramwork" aspect. Some missions out you in command of up to three vehicles that you must switch between during an operation. You might for instance, use a tank to destroy antiaircraft batteries surrounding a fortress, and then switch to a

plane to rescue the hostages inside The problem with the missions is a lack of clear instructions. Some scenarios have multiple objectives where it's easy to set stuck, while others must be pixed through repeatedly because the directions omit

key information Terror in a Tiny Town



REA: Garage and Tool Rees

At the start of Vertigo, switch to the air and grab some power-ups so the cap gun ou could set a re-

while the funkadelic music is awkward and out of place-especially when it drones on in the heat of a tough battle. Mini Melee Maybe mounting an assault

sometimes lapses into "where-am-I" syndrome

effects hold their own

The mulio is bitsand miss however. The sound

on your little sister's doll house with model ranks is more fun, but Toy Commander is an excellent way to kill some hours during R&R. Size does

The sound effects are in tecon shape with an excellent variety of prot-sized explosions and other audities. The music, however, is out of place and distracting.

Toy Commander's graphics are smoot

and clean for the most tort. The only

hitches are an occasional goofy camera

angle and some nosedives in the frame

rate. The annoying kid in the screen

GRAPHICS

SOUND

teenth time

CONTROL Moving the various vehicles across the sprawling stages is a breeze. Some vehicles are very touchy, though-you'll get the idea after the troop transport falls off the same narrow road for the four-

FUN FACTOR Toy Commender features intriguing and dover mission-based action. If you're a for of Army Men or Hot Wheels, it

should be your next mission



Exercise your muscle to EXORCISE their souls





 Modé/sheeter #4 players ESRO: Teor







SLAVE ZERO IS the best mech fighter on any console to date. While an inconsistent frame rate contributes heavily to the game's imperfect score. the smooth controls and exhibitrating explosions prove that Slave Zero is nevertheless a worthy game.

One Order of Serf 'n' Turf, Places Players take control of a mechanical war machine named. Stave Zero, whose purpose is to assist the

rebals overcome the exil dicastor. SovKahn, thereby restoring peace and freedom throughout the world You can equip Zero with 13 different weapons, but he can carry a maximum of only three at a time Zero can also pick up objects and use them as weapons -or he can just use his fists to bust some regging much when up close. There are 15 missions total, each divided into multiple levels, spanning gigantie city environments that include sewers and building rooftogs.

Hostering the Slave

Staw Zero's most notable feature is its impressive controls. Dodging and shooting at multiple enemies while maneuvering is really easy, and switching to another weapon requires very little effort. Plus, all parts of the controller are utilized, including the digital pad, which is used to pick up objects, jump, and stomp. Crosshairs make it easy to aim your artiflent and you can control Zero in either first- or third-

GRAPHICS

Meets are easily disonguished by their nice details, and the city limits are beau

nuke it out with apponents SOUND

screaming of panicked humans and the awasome noise of your weapons going off. There's no music in the game, so pump up your stereo a few n

CONTROL

off once mastered. Unlike many meet xis, switching weapons while in a refight is fast and easy. Every part of the control pad is used, so you might ine co grap read the instructions before starting the game.

FUN FACTOR

Slave Zero is an uncomplicated meet ter with enough firepower to silence even the most fervere cricic of the ore. The frame-rate flow is very neble, however-something that might scare away hardcore action built

person perspective Visually, Slave is strong in fiery explosions, but weak in battles. Buildings

covered with bright-colored signs decorate the well-designed areas that include pedestrians and mages of roads that crisscross your path. The same's inct weapons have their own feel and fire off cool rounds of searing prots-but when it comes to an intense battle with multiple mechs, the frame rate drastically drops. Duking it out with foes in slow-motion is a real

let down (and it's difficult, too).

Oddly, there's no music in the game, though there are planty of nice audio affects that boom impressively. Weapons penetrate armoned bots with deafening sounds, and people scream as they

try to avoid your witth. Despite its faulty frame rate, Slave Zero tops the mech genre with its heavy-duty action—in both single-player and multiplayer modes-and enough missions to keep your vertual gurs smakin for hours.



4 Say "hello" to my new I



reen your

Pick up your FRFF get into the Game Proview Kit today.

TARGET

DREAMCAST PROBEVIEWS

VIRTUA FIGHTER 7 turned a lot of heads when it hit arcades three years ago, and even though the Dreamcast version, Virtua Fighter 3tb, looks

just as pretty, the game's limited play engine and laughable physics drop it to the bottom of the Dreamcast fighting game totem pol



Published by Sens **\$41.99** Available October # ESFE: Team • Firiting































VE3th does add a new technique to its traditional three-button

"New" Techniques (Punch, Kick, and Guard) play scheme: an Evade button (gasp!) that allows you to sidestep to avoid incoming attacks. You can

also participate in three-on-three battles where you choose up to three different fighters. Woo-hoo Even with chose new features, VF3tb is just plain boring. The

means "too bad" @

combos are limited, and the game physics are incredibly lame You'll rely more on button mashing than strategy, and the fighter will float when they're popped into the air-it's like fighting with human-sized chunks of styrofoam.

Losing Fight VF3tb has all the elements of a mediocre fighter. Graphically, the fighters are well-primated and sport cool details -- but only at a stundstill, in action their

for the most part, but some combos are overly difficult to execute Compared to other Dreamcast fighting games like Soul Calibur and Power Stone, VF3tb rust wilts. Unless you're a dichard Virtua Fighter fan, there's no compelling reason to add this one to your collection. In this instance, "tb"







Published by Ubi Salt

m2 alway



tracks, Suzuki Alatare Extreme Racing ranks in the top tier of slick racers SUZUKI 4 LSTARE Extreme racing

Shifting to After selecting from six bikes that vary in speed and control, you'll ride with the official Suzuki Alstare team in this arcade

nament challenge. actly realistic for motorbike racing, helps you get in front-but.



The best part of Suzulo Alstare, however, is the impressive visuals. Although the motorcycles and drivers could've been more refined. each track is finely detailed. Plus, the diverse track designs such as made is that the roads are quite hazardous due to excessive realistic humming of your motorbide —contribute to the came's

superbike racer, competing on 12 tracks in single player, tournament, and two-player modes. You can also race backward on all the courses, but only after successfully completing the main tour-Maneuvering your superbike is a breeze. The analog control responds perfectly at every turn, and adjusting the power, steering, and braking on your bike actually changes your supercharged cycle's response on the course. The turbo button, while not ex-

Suzulo Alstare Extreme Racing is a hot two-wheel racer. While not perfect, the game is tuned for both champion drivers and amateurs looking for excellent competition. (6)





➤ A mid-





PROTIP: Hitting turbo if you haven't reached e decent



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MOLTRES

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#Published by Mintenda #2 clayer # FSRR Fan StrategyPPG



ad da



Special Pikacha Edition SEL THE POWER of Pokimon. About the only things that

separate Pokémon Yellow Version: Special Pikachu Edition from Pokémon Red and Blue are a lengthler title, a slight nod to the Pokimon TV show, and a few dats of Game Boy Color colorbut for Pokémon fans this game will be a load of fun.

Smell You Later! Polisimon Yellow recounts the familiar quest of Ash, the Polisimon

trainer, to build a powerful stable of pocket monsters and to find Poleimon for Professor Oak's Poleidex database, As Ash. you wander through the Pokémon world, capturing the little creatures and strengthening them through continuous RPG-style, turn-based battle with other Pokemon gangs or wild Pokemon.

Pokémon of a Different Color Yellow's addictive single-player gameplay is almost exactly the

same as that of Red and Blue; you even travel across the same map to face the same eight gym leaders in the same eight cities. You can find about 138 Pokemon, but, as in previous versions, you'll have to trade for 12 more. This time, you begin with the potent Pikachu (co-star of the Pokimon TV show) rather than choosing from Bulbasaur, Squirtle, and Charmander. Mus, Jesse, James, and Meowth of Team Rocket (the TV villans) pop up from time to time to challenge your Pokémon.

The straightforward controls also stick to the solid, if workmanife, mechanics of Red and Blue. You can easily menage up to sox Pokémon at a time by quickly flipping through inventory screens to launch attacks, use health items, or swap weakened

Pokémon for fresh fighters. Of course, the cutesy, static Pokémon images are the main graphics attraction, and the very original, nicely drawn characters benefit from the modest splash of GBC color. Plus, with the Game Boy printer, you can print out Pokedex Info.

The major addition to Yellow is an entertaining trio of twoplayer, linked matches. These challenging contests based on your level of strength enable you and a pal to pit your three best Pokémon against each other

Mellow Yellow

Pokémon Yellow barely deviates from the winning formula... and that's just fine! Even if you've traveled the Pokemon trail before, this Pikachu dejà vu is enjoyable (see our Pokémon Yellow ProStratery in this issue).











PROTIP: Butterfree's Sleep Powder is great against powerful adversaries or against those that use polson. Ike Weeninhell and Religioust



ROCKET wants

fore teking on the Gym Leader

The irraginative, but static, Polehmon images are basically the same as those in Red and Blue. If you like 'em, Yellow's lookin' good, particularly as they're colorized here. Changing background hues to help identify different areas and towns is ample but effective

bushes that block your path

away with CUT?

PROTIE: Out (HM 01), which you receive onboard the S.S. Anne in Vermil

ion City, is the only way to chop down



GRAPHICS

A small serving of sugary music and sim ple effects goes a long way Although each Poleimon's "call" is cool the first time around as with most Game Boy games, you won't miss anything by powering down the audio.



They all turn in a workmanlike day as the Game Boy office. FUN FACTOR Odaly, shough Yellow retreads Red and Blue, from Gym Leaders right down to

the locations of Pokemon and towns. this game is still good fun. Rikachu as your Polei-companion and the addrson of Jesse and James (of Team Rocket) from the TV show are pluses



others, Butterfree, for example, evolves

Fly is in a house north of Celadon City

a building on Routs 2 Just north of SAMETRO DECEMBER 1501

PROTIP: If you have at least 10 Politi

mon, you can obtain Flash (HM 05) In

PROTIP: Teach By (HM 02) to a flying





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For temporary relief of Dragon's breath, Monster pains, or Battle fatigue; Take 2 as often as needed.





Here, powerful spells can save your life. Of course, that not to say you won't need the dozen or so weaponst and armer available to you. Or that the 108 friends willing to fight for you won't come in handy like just, when it comes to slaying mythical bassias and whole armies, having the odd rune up your sleeve is just, what the doctor ordered shade that some months are the state of the same that the same





- ECED. Suspense



NBA Live 2000 Sets the Net on Fire

THE SOUL OF hooes is returning to the court with NBA Live 2000 for another HE SOUL OF noops is returning to the state of the big boys for some to shot at the championship. And if you want to run with the big boys for some to notch, in-your-face action, you couldn't ask for a better game,

Living Legend

Live 2000 lives up to the tradition for which it stands, offering a primetime game with the most kick-ass rester of players ever assembled: Starting the action is a roster-full of all 29 franchises, each loaded up with the most dynamic ballers the world has to offer. You'll also find eight outstanding play modes to enjoy, including all the usual suspects as well as NBA Levends and Michael Iordan in 1-on-1 modes. Yes, You read rishs, EA Sports has secured the rights to 50 of the NBA's all time great players, such as Bill Russell, Oscar Robinson; and Michael Jordan. You can even trade these legends and put

them on your favorite modern-day toam. Once you hit the court, you'll be very impressed with how Live obys. EA Sports is finally making strides in the A.I. denartment, and it definitely shows this year-to be successful, you'll have to work for your points. with some of the most polished player graphics on:



the PlayStation. Each virtual athlete is scaled to size. and all of them busz our smooth motion-captured animations. Like in last year's game, Live 2000 contains realistic animated facial

NBA Live 2000's control is just as awesome as its graphics. Gamers can use eigh the directional gad or the extremely responsive analog stick for player movement. EA Sports has also incorporated more player control with the use of a falsal stutter stap button

The came's sound fits perfectly, incorporating all the right atmospheric effects and a very active crowd. Up in the booth, Don Poier of the Grizzlies is joined by TNT commentator.



NBA Live 2000 continues the series' tradition of excellence. eiving gamers all they could want in a baskethall title with its stellar graphics, fast frame rate, and ungody roster of all-time greats. Even though we have yet to see final on NBA Shootout 2000, Live 2000 already stands in a class by itself. You'd be a hoops fool to pass up this one. (2)





NBA Live 2000 buries the lumper on graphics, sporting some of the most detaled cyber athletes around. Plus, the motion-received animations are out of

this world.

You'll find all the right bells and whistles in place. However, Rezze Theus's uninspired commentary isn't half as good as Don Poser's play-by-play.

Live 2000's control is right Both the antion stick and the directional pad work great and the new fake/stutter step button will have you breaking an-

FUN FACTOR

Virgin as amoken sementer, staunch A.I. and obstanting features: NBA Live 2000 stands stop the hoops world as long of the court. If you're a tasketbell satisfie, you'll love this forme!





features during replays after spectacular shots.

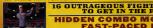


























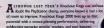




The New

Heavyweight Champion!







#2 plays





Sluggers Supreme KO Kinss' card is packed with the best lineup of boxers ever

assembled. Players can choose among 50 greats, from bast charms like log Louis and Rocky Marciano to current stars like Evander Holyfield to the one and only Muhammad All. No Tyson, though (and no surprise, either).

The fists start flying in exhibition merches or skurfests-no-penalties, arcade-style brawls-and there's even a Classic Fights mode that lets you reprise famed bouts such as Ali's epic battle with Frazier, the "Thrillo in Manib." Best of all, though, is the cool Career mode that enables you to cre-

ate your own boxer, train him up, then battle him through the ranks toward the title The controls have improved greatly since the original KO Kings. The overall feel-especially the footwork-is much crisper than before despite occasional problems with collision detection

(punches sometimes to through bodies). Sell, whether you're uncorking crosses in a slurfest or batting All for the belt, the responsive controls keep you is the ring with flurries, shows combos, hobbing and weavens, clinibes, low blows, and much more. And the gameplay is just flit-out exciting and addictive.



rd power, speed, and sta

A Clean Fight One of the biggest enhancements to KO Kings lies in its graphics. The awesome boxes models are truly

eve-catching, sporting lithe animations and amazinely detailed faces that blend and bruise. Even the rings one a face-life with shows walk-ins before the fightand a camera that tracks the action much better. As for sounds, the ring is filled with famous

sices, from referee Mills Lane to commentators Al Albert and Sean O'Grade Unfortunately, there's not a lot of variety to what they say, so repetition does become a problem, while the solid boxing sounds don't dazzle as much as they could.

Takes the Title

If you're looking for a PbyStation boxing match, there's no etter bout in town-with its improved in-depth features and controls, it even beats out its N64 counterpart and the Dreamcast's elamorous Ready 2 Rumble, it's no contest: KO Kings rules the console bodge one. To



but repetitive --- voices.

SOUND

Much improved in the past year, these controls let you face up your gloves and bob and weave without a hitch. Too bad punches pass right through your opponent once in a while ...

KO Kings graphics give booming a very

pretty face with impressive new boxer

models, uncannily realistic faces, and slick new rings

KO Kings' sounds are good, but not as

good as the rest of the game. The in-

sume effects are respectable, and the

action's called by plenty of famous-

FUN FACTOR Cheaper than a pay-per-view and loads

more fun. Knockput Kings 2000 has all the boxing you could want. Snap this PROTIP: W one up-it's the new console thamp. face, work that area hard to it







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NBA Showtime

Proves Its Net Worth

FSSE Fve



THE LATEST FIM ROCKIN Toping non-reading NBC packs just as much fun and hoopla as its arcade inspiration,

Time to Jam

NBA Showtime scicks to Midway's established arcade basketball formula that begon with 1992's NBA Janz Two-on-two, light on rules, and heavy on highlights. No-look passes, acrobatic dunks, and arkle-breaking jukes are just amazing business as usual in Showome. If you're not satisfied with the 155 players that all 29 NBA teams have to offer, you'll find over S0 secret characters ranking from NBA muscots to movie monsters -- or you can Just create your own player and take on all comers. They Got Game

Scram, sim freaks-NBA Showtime's screw-the-rules attitude

and easy three-button control weren't designed for play calling or professionalism. What you get instead is pick-up-and-play action that's satisfying to newbles and veterans alike. Also immediately enjoyable

are the eye-popping, lightning fast graphics. As far as b-ball fans are concerned, life truly besits at 60 frames per second. even il vou do see some slowdown



Showtime improves on its predecessors in a few other ways, too. A foul . system now keeps thurs at bay: If you commit five in a quarter, your occornent will take a three-point shot from the foul line and have possession afterward, making a six-point play a distinct

> and deadly possibility The computer A.I. has been improved since the arcade version-your teammate will rebound now!--- but you'll still occasionally see computer players do dumb things like not reaching for a loose ball as it bounces by But these problems are minor and don't exist in four-player games-

where the action really shines. NBA Showtime packs all the style and features of the coin-op plus super vameplay and plenty of







PROTIP: To play as Karri He en NBA Jem cheerleader end MK4's nch in "KERRI 0220" et tha tals screen, Try "KERRI 1111



Showome defivers real players in seem ingly unreal graphic detail, from Latrell Sprewell's compowed locks to Keith Van Horn's sky-high socks. Smooth animetion and brilliant color make this same pretrier than Ghepree Muresan. If only the crowds didn't look so take:

Asseran Midway announcer Tim Kitzrow returns to call the action with a nice collection of commendations and condemhations. Squeaky shoes, trash talk, and a cheering crowd keep the effects rolling.

CONTROL If you've played any of Midway's three-

button basketball games, you know Showerne's learning curve is talch. Controls are not only; very responsive, but they're also configurables and both the analog and digital direction pads work great

FUN FACTOR

Warr measure year for NBA 2K When pure, unadulterated arcade dunkfests? NBA Stigetimes your game. The createa-character feature combined with frenzied four-player games makes Showome a keeper for hoops nuts.

















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PROREVLEMS

FIFA 2000 Dominates the Match Once Again







THE FIFA GAMES have been a lot like the U.S. Women's World Cup teamtotal studs that don't get the glory they deserve. And now FIFA 2000's back in action with another superb performance that's well worth checking out-even if for you the word "socrer" inspires only a vown.

Rough Tackle While RFA 2000: Major League Soccer packs in plenty of hot new features, the most

important one to U.S. gamers is the addition of all the MLS teams and players. Even though they, well, suck in companison with European squads, you have to be able to play as the home team, which is why the game's one glaring, hugo mistake is so surprisingyou can't play a whole season with MLS teams, only exhibition matches. How can EA Sports use "Major League Soccer" as the tagline for its game and not support it with the mode that sports warners use first!

Fortunately, RFA makes amends with tons of other

cool new features, including set plays in dead-ball strue-

tions, a pass-potential indicator that tells you if an offscreen teammate is open, the ability to sheld the ball from a tackle, and European seasons that include cup rames aloneside league marches. Standards like custom cups, custom leagues, an enormous lineup of rights and national trams, and much more also remain on the motor RIFA's ramaphy absolutely rocks. The scores may

Alluring new player models give RFA's graphics an eve-catching sheen, while the sharp animations penetrate into the gritty details as players throw elbows. crumple after hard hits, and more. The new candyhist never stops

On the sound side, lively new commentary by Women's World Cup champ lule Foudy and ESPN's Phil Schoen will suit U.S. samers much better. Unforsummers, they become repetitive a bit too quicklybut the hair-raising roar of the crowds will keep

not be realistic-even on Hard, finel talkes of 6-4 are common-but that makes the action more lively and thrilling. This ain't no walk in the park, either: The AL increases in smarts and will cleverly cut off your passes and julie past your tackles. The keepers could use a little more brain power, though. Throughout it all, the killer controls are smooth like butter. Golden Goal



FA 2000's cool new passing in ators tell you if the way al tween green, yellow, and red

Post-Game Analysis If you're into socres, RFA ranks as an automatic numbers. Plus sports fins in orderal will find therdespite the game's minor flaws---FIFA's polished performance makes for exciting, rewarding fun that'll glue you to the screen. G

As always, FIFA's phenomenal growd chants will used chills of excourage down your spine. New U.S. commentstors should broaden the game's appeal in the Stress, but, unfortunately, they're

you riveced.

RIFA has always delivered some of the best control in sports comes-and somehow the developers knep majors them better. Hot new passing indicators and a host of other new moves join the

er's box: If the ref I s, it's a free kick, not a penalty kick.





GRAPHICS FIFA's graphics reach new heights with

spectrosite obver models and fluid erappful movements that draw your eve to the timest details. The frame rates solid, too, and the stadiums look sharp.

CONTROL

If you think soccur's boring you'll love this game. High-scoring yet diallenging raineally combines with awasome graphics and controls to create action packed metches. The MLS teams should slick pagging and shooting-ur's all too-'real in American corners, but it's a rea notions 2.1M on vola time upy en MLS season

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NBA Live 2000

Lights Up the N64

LIKE THE BULLS of the '90s, EA Sports' NBA Live franchise the building a dynasty on the N64's virtual courts. When the new season begins, you better grab for

NBA Live 2000: Not only does it have the gameplay goods to satisfy your hopes hunger, but it's also the only baskethall game on the system that lets you play as or against Michael Jordan. Welcome Back, Carter

NBA Live 2000 jumps out of the gyin with all the standard features a

baller could want, including exhibition, season, and arcade action, as well as 4 one-on-one mode that enables you to play against Michael lorden himself. As you'd expect. Live 2000 is ram-packed with all 29 NBA franchises, each with a full roster of players. Unfortunately for Nintendo 64 owners, this version of the game lacks the greatest-player license that the PlayStation version has -- maybe next year (for more info, see our ProReview of NBA Live 2000 for the PlasStation in "Sports Pages").

nder at the

Once you've you'd to no, you'll find a same steeped in realism. The knock on Live '99 was that it was too non-neur, so, while Live still features plenty of frenetic action, it also offers a strunched simstyle experience. You'll have to be patient, work the ball around. and wait for the right moment to exploit the defense.



If you're one-on-one with e de of the key and the paint is dear, tap b Each one resembles its real-life counterpart and is scaled to size according to their position. Furthermore, the motion-captured animations feature straight, smoogoothish two-handed lams. wirked cross-owers, and most defititely make for some erest eye candy On the sound side, Live 2000 includes all the appropriate

NBA

effects to bring you into the game. Because of the cart format, however. Live has enough room only for Don Poler's play-by nlow, which he calls in accurate, vet repetitive, detail.

The 2000's controls could have used a little fine tuning Using the analog stick will definitely take some practice to master; at first, you'll have a tough time maneuvering your virtual athlete with pinpoint accuracy. You could use the directional pad, but that, too, proves to be a little awkward at times. The controller won't fit as comfortably in your hand, and

you'll have only one year - run. It's Got All the Game

If you own only a Nintendo 64 and you're a bona fide hoops junkie, you have to pick up a copy of NBA Live 2000. While it's not the most perfect hoops game in the world, it still offers the gameplay goods to satisfy any fan of the sport.





rise and to strong to the rack

ESRB: Everyon



the rules ere off. Get be niestra defense nun un ene tap right-C to give 'em e It



GRAPHICS

Live 2000's graphics are sweet. All the virgial athleses look the part, and the motion-captured animations are simply smokin'

SOUND

While not as complete as the Play-Station version's, NBA Live 2000's sound on the N64 holds its own with the right atmospheric effects. Don Poler calls a rice game...too bad he's overty resections

CONTROL

All the correct features are in place, in cluding the ability to back down your opponent, perform head fakes, take fake first steps, and execute lifter pake moves. However, player control vo the analog stick and directional pad should be tighter

NBA Live 2000 is a very solid, musichave title for any hoop lunkie that owns an N64. Its wealth of gameplay modes, reams-and Michael forths-make it the ball, hit left-C to turbo past the



Ready 2 Rumble Boxing

PLATFORH READY 2 RUNBLE, the cool-

est boxing game since Punch-Out!, lands on the N64 in style... but its hyperkinenc, arcade-style frenzies may push hardcore sports fans toward the superior Knockout



Kings 2000 **Body Blow**

gym, train your boxers, earn money through

R2RS features impressive looking boxers who move with the fluidity of cartoon characters, possess gobs of personality, and have hilarious names like "Afro Thunder." In Championship mode, you run a



■2 plus







fizheng styles, and R2RB's phenomeral combination of design, visuals, and sound enables their personaleles to shine. What a Knock Out!

Despite some blockness, R2RB's boxers move fluidly with facial expressions and real-time injuries. Unfortunately,

the horrendously earlish audience stoctures in some arenas look more like abstract paintings than people. Plus, the sweet sound effects and voices are morned by the idiotic connermen who will out taunts that have nothing to do with the artial action "Luckily, R2RB's, taut, responsive controls put you right in the ring, though some dublous collision detection may

prize fights, and attract new talent by advancing your guys through title shots. Each contender has distinct traits and

leave you frustrated. It may not be as pretty as its Dreamcast version, but R2R8 still rocks the N64 with a one-two audio/visual combination, fireshine the job with an outstanding right hook for personality. But if you have to box with gods such as Muhammad Ali or Evander Holyfield, Knockout Kings 2000 still ranks as the N64's title bout. @



stick and tapping right-C and down-

Ready 2 Rumble Boxing

HAVING ALBEADY CONDUERED the Dreamcast, Mid way brings its arrade-boxing title. Ready 2 Rumble Boxine to the PlayStation arena. R2R8 is a pick-up-and-play boxing game that's short on learning, long on fun-and it all occurs without messy reality setting in the way.

"Who's the Man?"

R2R8 features 17 boxers (13 selectrible, 4 hidden) who are practically cartoon characters, including the authy named "Afro Thunder" and the sumo wrestler with boxing gloves, Saluda. These fighters are hardly balanced; some easily dominate, while

others are worthless. The graphics do a decent job bringing the boxers to life with detailed polyeons and facial expressions. The frame rate, however, takes some blows when the correct young around the rine, and the fighters look like they accumulate during the houses, during their fights. The sound takes even more blows than the frame rate: The crowd is reduced to a dull roar,

a serious boxing match, stick to Knockout Kings 2000. G

and the cornermon make you scramble for the shut-up command. "Ladies and Gentlemen..."

Happily, R2RB's simple controls keep the game fun. You have four different punches, various blocking techniques, and each fighter executes a distinct special move. Your fighter can also increase his speed and power by landing blows that gradually spell out "R-U-M-B-L-E" at the bottom of the screen. Tight controls move your farter around the ring with ease, and the Dual Shock effects help keep you immerses in the match. The only batch is the special moves—they don't come off as easily as they should. If you're looking for an easy fight to pick, step into the ring with these brawlers. If you're looking for







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WAS AND THE REAL AND REAL AND

* Developed and published by Konami Target release date: December

International Track & Field 2000

Sprinting for the Gold

Koromi is once again running for the world championship with International Track & Puld 2000, the latest installment in the popular series. Keeping with tradition, ITF2000 will retain the user-friendly controls found in the



sport updated graphics and feature international events for up to four players at a time - something which should continue the smeck-talkin' party-game atmosphere that made the previous games so successfut.

Events to compete in are: Men's 100 Meter, Men's Long Jump, Men's Pole Vault, Men's Hammer Throw.



50-Meter Freestyle, One-Kilometer Cycling Time Trial, Men's Sprint Cycling, Kavalana/Sinales 5000, and Women's Vault,

It's Not the Shoes

Staving true to its trademark, ITF2000 will feature twobutton-mashing control where the faster you press buttons, the quicker your player moves or builds power. Some levels, however, will require an additional button press to determine the antie of your player's jump or throw. Whatever event you compete in you can count on numb, blistered fingers after a day of grueling









Going the Distance

ITF2000's visuals should be strikingly detailed. Athletes will be completely individualized with their own outfits and physiques; plus, you'll see the joy of victory and the agony of defeat in their facial expressions and body movements. Colorful backgrounds will surround the 3D tracks, while

instant replays will reportedly dazzie the eyes and add realism to the events. With these traditions and additions. 100M DAS

ITF2000 may just have the legs to go for the gold.

















rtual competition

This is no time to second guess yourself.



NCAA March Madness 2000





Gimme the Rock

After a disappointing season list year, EA Sports is charging out of the locker room with a collegiste hoops title that's ready to knock the Chucks off the competition-pro or otherwise-in NCAA March Madness 2000. Be

will be able to throw the rock down in Season and Dynasty modes with over 150 Division I men's reams

Plus, if gamers want to go old school or hoop it up with the lades, MM2000 offers 20 historical men's teams and 16 Drvision I women's teams









Bluegrass Beauty

It's the improved gamephy that will have college-hoops junkes coming back for more. EA Sports went with a new developer, Black Ops. which has simply turned the prev MM same enzine upside down. For. starters, MM2000 contains all-new placer models that look outstanding



Each player has been sized correctly for their position, and each virtual achieve sports highly detailed skin textures. Plus, Black Ops his jacked up the frame rate for a faster, smoother gameplay experience.

Gamers will also thrill at the new Dynamic Ball Control feature that will enable the user to completely dominate their opponent by busine headfakes, fake first-steps, statter-steps, and more. On the sound side, EA Sports is going with a two-man booth with pky-by-play by Ron Franklin and color commentary by the voice of college hoops, Dick Vitale.









Championship City, Babyl

In the preview version we played, MM2000 was stready outstanding. The player models and frame rate were some of the best ever seen on the PlayStation, and the wealth of sim options would certainly satisfy any hardcore baller. If everything proceeds as planned, look for NCAA March Madness 2000 to dominate NCAA Final Four 2000 and reclaim the national acle later this win







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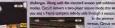
SPORTS PROPERTY OF A VICENS SuperCross Circuit

As THE BIGGEST names in sports earnes line

up at the gate of the suddenly crowded supercross arena, 989 Sports' SuperCross Circuit is emerging as

the season's hottest prospect with its slick features and promising controls and graphics. Circuit includes top name riders like Mike LaRocco who rev their bikes on 9 indoor supercross stadiums and 12 outdoor motocross tracks. If that's not enough turf for you, Circuit also provides a track editor that lets you create custom

challenges. Along with the standard season and exhibition modes, Circuit delivers a two-player season mode that lets



In the preview

version. Circuit was

shed by 989 Sports Target release date. Nove

already fooking and handling well. The tracks and riders sported a clean, detailed look, while the speed was rippy. More importantly, the bikes handled very responsively, delivering a fun experience for rockies that scaled up to a tough challenge for pros. If Circuit maintains as performance until the starting gate drops this season, a has

a good shot at taking the supercross troops. (2)









Supercross 2000

EA SPORTS' SUPERCROSS 2000 looks like

nother strong entry in the supercross field, but it'll need an awesome homes

the closing days of its development to keep up with the more promising SuperCross Circuit. At press time, neither game was finished, but their lists of features we're -- and Supercross 2000 trails behind Circuit, offering only 16 indoor supercross are os (no motocross tracks) and 24 pro riders like Greg Albertyn and Mike Metzger, Supergross 2000 also lades Circuit's cool track editor and two-player season, shough its strong

freestyle action does earn it a shot at a too firish. The Freestyle mode enables you to bust 17 sick tricks in an arena set up for one purpose: bagging huge air. Plus, a cool picture in picture

window paps up when you pull off a cool move, showing your sount from the best angle.

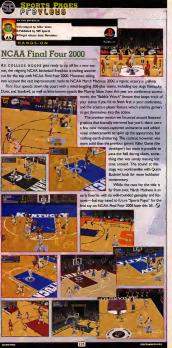
In the preview version, the handling was still being tuned, so it was hard to gauge whether these bikes will measure up to Circuit's sweet rides. Still, there's plenty of time left in development - which means supercross fans can look forward to a heated battle when Supercross 2000 meets SuperCross Carcust













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OLE-PLAYER'S REALM THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAP















PROTIP: Rotate your weenons never possible-only the ones that are equipmed will level un-



Quest for Glory Assuming the role of lustin, a teenage hero, you

follow in the footstees of your father, a levendary adventurer. Added by your childhood friend Sue and her sidelick Puffy, you're eventually joined by another great adventurer. Feens, With only a sacred stone as a guide, you explore and battle your way through abandoned mines, ancient ruins, ghost ships, secret dungeons, misty forests, and other locations-including the edge of the world (no less). Battles are in real-time with each character learning new spells and abilities randomly as the game

progresses. One drawback, however, concerns the foes. Not only do they appear cartoonish, but they're also uneven, varying in strength as you move from one area to another. Because monsters can be very easy or very difficult to best, hanging out in the same area is essential in order to level up (if you want to have a fighting chance in the next area). Unfortunately, it also takes a ridiculous amount of experience points to level up. In fact, weapons and spells level up faster than do the characters, who consequently get killed before they can take advantage of their own arms and spells.



PROTIP: In Parm, talk to the Curator et the Bael Museum to get e pass for the Soft Doles Visually, Grandia's cowns and dungeons are beautifully detailed and each broughts a unique look-



which the 360-degree adjustable camera makes all the more appealing. Grandia's character design. a mixture of 3D and sprites, works quite well. As for sound, the voice-overs are well-acted and occur only during crucial scenes. The

> have warranted equal attention-but don't let that keep you from this game's glory. Granda's other pluses more than make up for minor flaws. @

background music, however, is repetitive and may make you turn down the volume repetitedly during your quest. Fortunately, the controls are a cinch, especially during battles. The item and spell menus are easy to master-indeed. Granda's control system should become the RPG standard.

Grand Slam the Sult Ruins and use the secred stone With a story and gameplay this good, the design and AJ, of Grandia's adversaries should



PROTIP: In the Ancient Passageway, press the switch In the green corridor end enter the door that opens In the blue corridor Rotate the machine twice to cain

PROTIP: Turn the wheels to empty the censis PROTIP: Telk to the guest behind the church



under the church. You'll sometimes have to to find out about the secret underground return through a room once a wheel has

access to the red comidor end meet Liete Grandia's cowns and dungeons are colorful and vibrant, making for interesting

exploration; indeed, each location has a look and feel all its own. The monsters, however, look silly and instill little fear.

SOUND Well-acted voice-overs are heard only

during Crucial scenes, and sound effects during battles are nonexistent. Plus, the soundtrack gets neally annoying neally soon. Keep that remote handy

been turned.

CONTROL

compatibility

Well taid-out item and spell menus make Grandia a snap, especially during realtime battles. Character control is flaw-

FUN FACTOR

With a huge world and an enormous variety of adventures, Grandia is sure to please ramers who hunter for hours of less thanks to pressure-sensitive analog solid gameslay and puzzle-solving.





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ROLE-PLAYER'S REALM PROREVLOUS

WHILE NOT QUITE a sequel to the King's Field series, Shadow Tower provides the same style of gamepley. Although labeled an RPG, Tower is more of a firstperson hack-and-slasher set in a fantasy world.



SEEING YOUR SHADOW The story is simple, and, sadly, not remotally revolutionary: Someone has run off with

the souls of your fellow villagers, and it's up to you to recover them. In other words, you'll have to head into the nearby dungeon and skewer everything you find (why is it that villagers always build their homes next to evil places?). And find you will—there are several hundred monsters to battle, from standard skeletons and plant spiders to the more deadly Watcher Weeds and their ilk. First the bad news: The single-player game is zwful. The controls feel sluggish most

of the time, making you feel like a mass of peanut butter instead of a warrior knight Plus, the fights are unrealistic: Most of them amount to dodging your opponent's weak-ass swing, then whacking the crap out of them.



arbanyary or you may not connect

ROTIP: Don't listen to the freak b who lures you away from the polsor room-he'll shut the door in your fac

The visuals are a lot better than those

GRAPHICS

SHADOW **IOWER**

Now the good news: The multiplayer mode sets this game apart from standard fantasy action RPGs. You and a buddy can go head-tohead, fighting-game style, using monsters you've already defeated in one-player mode. You can even wager your inventory items as prizes for the witner

SIGHTS FOR SORE EARS Shadow Tower's graphics are nice for the most part. A majority of the creatures look impressive, and the spell-casting lighting effects are

quite cool (but spells are hard to come by, so you won't see these effects too often). The scenery, such as detailed underground cemeteries, is nice, though the dreary dungeon back-

On the flip side, the sound is rather lame. Nothing more than a few effects and ambient sounds accost you-this game could have really used an eerier score. POWERLESS TOWER

grounds become repetitive.

While Shadow Tower's multiplaye aspect is fun, it's not enough to justify a purchase. This Tower should remain in the shadows. (G



are them-they'll take you beyond your default per of hit points



PROTIP. As soon as these bat creatures start their sonic attacks,



sideston and waylay them

234







The controls are a pain to get used to-your character moves slowly. attacks even more slowly, and can't sware down at creatures unless you

down (very annoying). FUN FACTOR

physically point your character's head The multipliour mode will keep you busy playing Stradow Tower-but only for a while. Single-player action fides

quickly into oblivion WWW.GAMEPROWORLD.COM LETTERSHIGAMISPRO.COM







Zelda Gaiden

THE NEXT CHAPTER in the Legend of Zelds is about to unfold on the N64! This time, players will travel to a parallel world where Link will have to stop a falling moon from destroying the land, His adventure will lead him to familiar faces from Ocarma of Time and to bettles with new and powerful enemies. Link will also be able to transform into other creatures-such as a Goron, Zora, or Deku Scrub-by wearing masks. He'll thus have distinct abilities













Super Mario RPG2

MARIO AND ALL his friends are back in this long-awaited sequel to the hit SNES RPG. This 3D side-scrolling game will allow you to build your own "ocwerful Mario" by inventing equipment and obtaining assistance from allies. Of course, there's also puzzle solving and unique events that











Earthbound 3

FOLLOW A FAMILY of four whose lives are drastically changed after a mysterious object appears in a nearby mlet. This port from the SNES will be broken down into several chapters, each of which will give you control of a separate family member. You'll discover why strange things are happening in the village and the surrounding forest as you battle enemies using magic and button presses that must be hit in sequence for successive blows. With this kind of intriguing gameplay, Earthbound 3 may be a cool RPG for the N64. @









Note Screens one form Contra version

WHAT'S THE DIFFERENCE BETWEEN A KAMIKAZE & A BLUE IMPULSE PILOTP

(SMILIERS)



Baselog, Cros and their report in logic are tradecated of Cross distributions; in: All digits control. Grow Establishment to expiritual tradecate in the U.S. Or 1999 Cross Establishment, but
Oil is a registered tradecate of CS Beneath leadilet. Supp. Description of the Description or one of the Description of the Description or one of the Description of the Description or one of the Description or one of the Description of the D

ROLE-PLAYER'S REALM

Evolution: The World of Sacred Device

As THE DREAMCAST'S first RPG, Evolution is promis ing to bring stunning visuals and an in-depth story line to Sega's fledging platform. You'll play as Mag Launcher, a



rurers and search ruins of ancient divis zations for high-tech relics as you try to solve the mysteries of Evolutia. You'll fight with your trusty Cyberframe, a cyber-mechanical weapon, and receive help

from friends along your journey. Let's hope this firstgeneration Dreamcast RPG will evolve into a great sameplay experience. @ Note: Screens dre from Japanese version.











Published by Eider



Dragon Warrior Monster

THE NEXT BREED of monster trainers is arriving in the form of Eidos's Dragon Warrior Monster. You'll take on the role of Terry, who travels to the Giant Tree Kingdom in search of his kidnapped sister. Along the way, he'll recruit and raise creatures,

then battle them against opposing monsters. You'll also have your creatures mate to produce unique monsters with special skills based on those of its parents. Polemon, look out-with the ability to hook up with a friend, DWM and its new-born monsters could stomp to the



ton on the Game Boy Color (2)





Harvest Moon

ORIGINALLY HOME GROWN on the SNES, Harvest Moon is a blend of role playing and farming simulation. Yes, you read right-the Spirit will put you in charge of restoring an abandoned farm where you'll have to

farm successfully by growing a variety of crops, raising livestock, and by bartering supplies from friends via a link cable. You'll also have lots of interaction with helpful neighbors and your animal friends (who will keep you same on the ranch). The fruits of your labor are named the same as the same, so set ready to read what you sow in this unique RPG. @













chickens will not law any eggs





Have you got enough RAM to get down?

www.RAMmatters.com

"If you've into white-knockle dutis with scary allens, ng your PC with at least 128 MB of RAW. Remarks the store RAW you key, the longer you'll live." Computer Stroper

OLE-PLAYER'S REALM PROSTRATEGY GULDE

PLAYSTATION

Still stuck in Final Fantasy VIII? Here are some more hints and strategies to help you (see the October and November issues for the complete walkthrough), By Mojor Mike

USING BOOST



fou can increase the power of some Guardian Forces (GF) with the GF ability Boost, which inflicts up to 9999 HP damage on any enemy (Eden, however, can actually inflict more than 9999 HP damage). After a GF has learned the Boost ability hold Select when that GF is summoned during battle. When you do, a pointer-prompt appears in the lower right-hand comer of the screen with the number "75" next to it. Rapidly tap
to raise the number, but stop tapping when an "X" appears over the pointer-of you keep tapping the number will go back to 75, and you'll have to start all over agus. The boost number maxes out at 250. All GFs except Carbuncle, Diablos, Cerberus, and

Cactuar have this ability,

BALAMR CITY WHERE'S



One of the most confusing events in Fire! Fantasy VIII is on disc two in the Galbadia-occupied Balamb City, Here's what you should do ...



guard at the city's entrance, go to the docks, speak with all the suards, then converse with all the guards on patrol in the city.



then return to the docks and talk to all the guards there again.



At the docks, examine the dog and



follow it to the train station.



Return to Zell's, get some rest, an save your game. OCCULT FAN III



On disc two, you can find the third volume of the Occult Fan series at



and you're sent ashore, go down the ladder before the first lift.



When you reach the bottom of the indidet go to the left and climb the lad-



Continue to the left and climb the next



Go left until you reach the Master Asherman, Apologize for the mess that Balamb Garden has caused.



Fan III.



On disc three, you can find the fourti volume of the Occult Fan series at Esther City. After you leave Rince with Dr. Odine, speak with the Presidential Aide standing near the Fisher Airstorion



Go to the Presidential Palace and talk to the Presidencial Secretary, who com dent has collected



leave a copy of Occult Fan IV DRAW POINTS-'R'-US



The Island Closest to Heaven and the bland Closest to Hell are loaded with hidden Draw Points, Equip Dublos' Enc-None party ability, then walk around and rapidly press X to find hidden Draw Points

ESSENTIAL ITEMS



The following stems can be used to upgrade your weapons and teach party members new Limit Brenks, or you can refine them into powerful mag-However, you may need to use Tor berry's LV Up or LV Down command shilley on some monsters in order to obtain these items - and make sure to function Bahamut's Rare Item parts ability Plus, some itums can be obtained only if they are stolen from a monster or when a monster is defeated.



AURA MAGIC

ADAMANTINE

Refine Fury Fragments using Leylad

Francent yields five Auros).

Supt Mag-RF menu ability (one Fury

es of Long Horn Island (located to the



Plains outside of Eithur City (after you return from the Luter Base). CURSE SPIKE Defeat Tri-Face, who can be found either on the Island Closest to Heaven or in the Deep Sea Research Center.

DARK MATTER

Use Siren's Tool-RF menu ability to refine 100 Curse Spikes into one Dark Master. After obtaining this item. Quisti can learn her most powerful Limit Bresk Shockways Pulsar. DING BONE



Defeat or specials this term from a T-Resoureither on the Island Closest to Hell or in the Rabmb Garden Training Center



Defeat the Blue Dravon which can be found on the bland Closest to Hell. DRAGON SKIN Defeat an Anacondaur in the for northwest of Dollet.



Esthar City (after you return from the Lunar Basel. To start the fight with Brovie, keep talking to the man in black who's sitting by the side of the road. FORCE ARMLET

You can purchase this item from the Esther Pet Shoe FURY FRAGMENT You can steal this item from the Blue Dragon on the Island Closest to Hell



You can obtain this from by defeating a Malboro or by stealine the Malboro Tentacle from it either on the kland Closest to Heaven or the Island Closest to Hell.



Lunar Base). See "Energy Crystal" above for more details. PULSE AMMO Use Ifrit's Ammo-RF menu ability to refine Pulse Ammo from Energy Crystals (one Energy Crystal yields 10 rounds of Pulse Ammol.



You can obtain this seem by defeating a Torama or by stealing the Regen Ring from it on the Abaden Plains outside of Esthar City (after you return from the Lunar Base). You can obtain this seem by defeating a Generard or by stealine Screw from one

on Wilburn Hill in the Galbada area. SMADD SPIKE You can obtain this item from the Grand Mantis who can be found in the forest on the Lenown Plains located in the Centra resion.



You can steal this item from the from Giant on the Abadan Plains outside of Exther City (after you return from the Lunar Rase) WHICDER

You can steel this item from the Adamantoise on the beaches of Long Horn Island (located to the east of the Island Closest to He'l) WINDMILL



rounding Timber. @ WWW.SAMIPROWORLD.COM LETTERSQGAMEPRO.COM

TOMB PAID THE LAST REVELATION



gypt. Land of my thology, mystery, phataoths... and the most complex forms is room to man. Took to myster intends in our the most complex forms in the most complex forms in the most of the most persistent radiers to distriction... of death function, but the most persistent radiers to distriction... of death function, the last Revelation's joil resolves around anceut mysteriology and the alignment of the stars at the millennum. Finding herself in a serious predictament,

ara's objective is clear from the outset - she must escape a terrifying destiny and rectify a ituation that threatens to destroy humanily.

The story is unveiled seamlessly through gameplay action driven by advanced engine tochnology. New programming routines allow levels to dissolve into cinematic out-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous, focused experience. Forma Raider: The Last Revelation's redesigned inventory system replaces traditional inventory rings with an easier to-use interface allowing items to be combined, collected and stored. The new investory also features Lara's diary, which includes her personal notes from each adventure and a location map that players the transformed system will give new life to puzzle elements - a key feature of Tomb Raider: The Last Revelation, Clear objectives and smaller locations will result in less time sperif traveling between areas. Individual environments are more reminiscent of the original game - tightly focused and le-oriented, but with higher levels of detail and a greater number of objects than seen before

the imposphere will not be more aller to the imposphere of the periphasis on according to the imposphere of the imposphe







Interview with Adrian Smith of Core Design

So what's the plot this time?
We've made the basis of the story a lot simpler this time
around - the player is given a very clear objective from

around - the player is given a very dear objective from the outset. The plot will twist and turn as Lara progresses, but the ultimate goal always remains in sight.

Very basically. Lara inadvertently releases something rather nasty whilst breaking into an ancient tomb., and of course she's the only one who can put things right. The path of true adventure never runs smooth so Lara will have various tasks to complete before she's able to face a final conformation.

Do you fear a backlash against this title since it is the 4th in the series?

Deoph any nester of new features and and represents the point as still, in colors, the point as still, as a dedicating pane featuring pane featuring state of the value of the other still, as the colors as manufact of lay, and the colors and bring the still to the fifth. The or success form at it completes, the solid insteading discours of Last Revelation leaves to tap more still as the stil

occated on simpler gampely so the game will be easier than fill in terms of direction and objectives. Flayers will know exactly what to do, and where they have to do it. The difficulty lies in solving the puzzles that will enable players to complete objective - so it's very much like the original game in that respect. A very does storplies and single location means that a lot less time is wasted covering wast distances.

> ome w.e., Last Revelation is a proquel to the logy, but the technical advances till make it far more detailed and the ospheric. If you've never played a lomb Raider game, this is the one that we'll be recommending!

Can you tell us about any of the new enemies that Lara will face?

We in suscensing on highly detailed entires. Shim may be found of these but they will containly be more paperal than those seen in produce substitution with challenge with Cappt can be the third will be the contained by the con

Will there be another game in the Tomb Raider series? Yell you know what drey say. You just can't keep a good girl down...!

And SET sayeth: I am the shadow across the sun: I am the bringer of plagues.

Try wrath will consume all lands and shall be ceaseless.

















FIGHTING FORCE 2: A SEQUEL? WELL. WHAT'S NEW

Fighting Force 2, verything is new. Core in took the best nts of the original which was the and handtahand

raction and carried it to the next level in gaming Sporting a brand new 3D game engine and action genre rather than beat'em uo

has really opened the eyes of tough to ease hard core gamers Rather than

using an of characters, Core has chosen to focus on one main

Manson, to lead the charo in this sequel. This allows for more storgine elements to be introduced as well a greater number of animatiers or move the character will have. The main objective of the game is not known at the

outset. The storvine is integrated, giving clear objectives that allow the plot to old. Cut scenes will be used to give the player his next tive or further information

Then as the player progresses through each location, a number of scripted scenes will be used to advance the story line. Hawk is also equipped with a data

bandset of which information is received via the Control Base. The Base will give Hawk additional information and

steel mills of Pitisburg and a tank factory in Japan to South America. Each location holds a clue that leads to the fina frontation with the ultimate enemy. Throughout the missions Hawk will also collect body armor at the various locations which provide additional

strength and protection The game flow also solits after the fifth level where the player is given a choice that will result in the playe visiting different locations.

approximately 24 separate

stages. The levels vary from the



Each of the 50 enemies and bosses have unique artificial intelligence and are knowledgeable about the layout of the surroundings. Fo example, if Hawk enters a room the characters may react in different ways. They may choose to confront the player, try to raise the alarm or run for assistance and if fired upon directly they run away, but also raise the alarm in

the process. This is where some of the stealth capabilities play a

All the fighting moves and the system have been redesigned characters will not perceive the so that interaction with them player as a threat upless a direct action is taken against them. Avoiding confrontation in some situations may be a more strategic decision.

"The Al and game flow control in FF2 create much more varied and interesting potential



a fact we have introduced many new weapons which will help the player to deal with some of the most difficult situations making the action more realistic and

results in a more balanced game for the player," says Ken Lockley Producer at Core Design

The player must negotiate nine global locations, split into

WEAPONS











combos and deadly weapons even moves when guns are emptied (player carriese empty pistol to hit enemies.) We also have 'chargeable' moves that take time to charge, but are extremely powerful. Due to the fact that there are more weapons available and to the type of 3D environments the unt of moves has almost doubled from the previous Fighting Force

The original game's major weakness would have to be etition, With FF2 the ratio of hand-to-hand combat and weapons use is roughly 50:50. We had to completely re-think arry more combat moves combos. There are specific







ORRENC INDUSTRIES HIX 2000.
This star you first a directed charge of 10000 was passiving the target Repeated short will have a side can only target, and all profess force all was the contraversal nature of the surrounding











Hittin' Chief the Streets



with a rail on your left and a wall on

PART 2

PLAYSTATION

Controlle

NOTE: Because Tony Hawk's Pro Skates



April of the control of the control



Soward up the incline and through the first windows. After crasing through the gists, shate between the ratio or your right, then and on your right, then do your right, the second level.

After retrieving your first prize, turn to face the street and office over the railing in front of you. Once you hi the street, turn to your left, so you're stating with the cable car tracks on your right.



sidewalk, and head for the incline in front of you. You know you're going the right way if you see an arrow on the wall pointing to your right.



Follow the ramp up and to your right. As soon as you reach the top, you'll see the second letter; "S" floating in front of you. Collect it, west to your right, then ollis over the short ledge in front of you.



and skate back toward the street. Once you're back on the street, take a left. Skate to the end of the street



On the lefshand side of the street, you'll see a building with five American flags protruding from its side. Just past that building on the same aids of the street is an including sidewalk with a handrail stongside it. Above the sidewalk is a glass window, Bust through the window to gic into the room.



mixt letter, "E," floating above the edge of a pool on the far side. Take a dip into the pool and build up enough speed to clip the letter. Exit the room the way you came in, then head to your left as soon as you hit the street.

to your right (under the latticework)



Follow the street around to your right. After the last turn, skate to your left, toward the three trees in the stone planter. Use the sides of the planter as a ramp to reach the ledge above.



first car. Grand across its roof, then

At the bottom of the street, make a right turn. After skating a few feet, look to your right to peop the second pig. Do your thing to put him out of commission.



To grib the hidden tipe in San Fran, you're going to need to take a kep of faith. Sarrt from the top, head down Lombard Street on the left side, and follow the street straight ahead.

A little ways down you'll see an open-

ing to a courtyard and a big water

founcin to your right. Slose past the

founcein, enter the courtyard at the

end of the street, and make a 180-

dorse turn. You'll now be on the

other side of the fourtain. Offic up

onto the fountein and follow it to

Otile off the end of the fountain

and land on the ledge of the building

directly across from you. Follow the

ledge around to the left, then office

Skate down to the end of this lodge then take the small incline up and

onto the next ledge.

154

around to the left



Continue up the incline at a slower speed than normal (if you go too fast, you'll lose control and vault off to the ground below), and follow the ledge to your right.



Keep following the ledge up and to your right. At the top of the last steep incline, make a 180-degree turn to see a huge ramp-like structure. Skote up the ramp, then hold.



At the edge of the namp, release J and take a superfly leap through the air. If you're going fast enough, you'll clip the last tape and go crashing through





Commission in Pro States (a Johnson per remote carbon of the period) appearance of the period of the period (a period) appearance of the period of the period (a period) appearance of the period (a period) appea



to part last frequell fits glists visibles and the frequency fit glists visibles and the free frequency fr



Follow the street to the end and make a left turn. You'll see an open skutspark to your left and a building with five American flags hanging from its side to your right.



Take this street to the end and in mediately look to your left. Ummin., more bacon. Now grind one more time and add another tape to your collection.



street. You'll see the last letter, "A,"
floating above the ground between
two small concave ramp wills. Grab
the letter, and another tape is now
yours.

Givin' It to the Man



do a 180-degree turn to find the

pecial Pikachu Edition **NELLOW AEBSION**

Here are some key tips and tactics for you to use during your quest to defect the eight Pokéman Gym Leaders, the Elite Four, and your Pokemon rival.

By Poleimaxx and Scother Buzz skills to your Politimon, Some PALLET TOWN



Professor Oak eventually gives you Pikachu, but first you have to try to leave town going north on Route I to make the calkative prof appear: Back at



sed THUNDERSHO

VIRIDIAN FOREST

METAPOD evolved nto BUTTERFREE!

While you're in Viridian Forest, also try to capture a Metapod. He doesn't have an offense, but if you can

boost his stocker is by hely evolve into Butterfree, which will come in handy heer in Pewter City



to fighte

When you arrive in Pewter City, you will receive the Boulder Bades -- but only if you beat Brock at the Pewter Cley Gym. Beware of Brock's Only Polylmon, Did you find a Metapod back in Viridian Forest! You need Butterfree's Sleep Powder now because Pikachu is ineffective against Brock, After you defeat Brock go to the mart and stock up on Poké Balls and Awakonne, then take Rouse 3 to Mr.

Moon, But beware: A gang of eight Trainers is waiting to ambush you. MT. MOON



ITEM You must travel through Mo Moon to set to Cerulean City

Mt. Moon's full of Zubats, but If you put Pleachu at the front of your party, he can zan most bats with one electric shock. There's a rare Clefary on the first underground level of Mr. Moon. This is one of the few chances that you have to catch one.

BASIC TRAINER TIPS (Note: See the ProReview for Poloimon Yeliow at this man, I

WEAK BECOME STRONG /10

Choose a POKRMON.

Here's a good technique for building up Pokimon, Since all Pokémon used in a battle earn points, arrange the order of your Pokimon so that the one you want to build up is first in line. Now, whenever a bottle begins, immediately switch from the first Pokémon to one of the stronger Pokimon and fight. If you're victorious, both Pokémon will earn points, and the weak one will not suffer damage.

MACHINE LANGUAGE MAX POTTON

HMOX Teach STRENSTH to a POKSHON

You can find TMs (Training Machines) and HMs (Hidden

Machines) that give certain

HMs, however, are critical: Cut HM 01, Surf HM 03, and Strength HM 04 are reguired to advance through Yellow Fly HM 02 and Flish HM 05 will make your life much easier, but you don't really need them. LEVEL UD

103/103 STATUS/ON PEFRIC YELLOW

Throughout the game, your Pokemon increase their experi ence levels as they battle other Pokemon, With skill and luck. you can complete this game with lust a few Pokemon at Level 50 or above -- but be aware that you'll encounter Trainers with Pokemon at levels above 50.

YOU CAN'T GET 'EM ALL Yellow's Pokèdex has spaces for 150 Pokemon...but you can't find them all: some evolve from other Pokemon. You get. these others by trading with Pokemon Blue and Pokemon Rod: Wiredle, Kakuna, Reedrill, Meawth, Person, Koffing, Worzing, Jyrox, Electaburz, and Magmar.

Rouse I is a good place to engage in practice battles and huld up Pilachu's experience level. Remember: Pokémon ... are lurking in the tall grass. You can walk through the grass as much as you like to scare up a limitless number of 'em.

PALLET TOWNS

In Viridian City, the Pokemon

Mart shopkeeper doesn't let

you buy anything right now.

but she rives you a package

for Oak ... that's right, now

you have to travel back to

Pallet Town and deliver it.

Oak will give you your Polof-

Back in Pallet Town, deliver

Oak's package, then go to

your rival's house and set the

man from his tister if you've

mastered Pokemon Red and

Politimon Blue, you'll find that

the map route through Yellow

covers aimost all the same loca-

dex when you do

DALLET TOWN





BULBASAURT Your goal in Cerulean City is to earn the Cascade Badge by beating Misty and her water Poloimon at the gym. First, however, find the building next to the Pokemon Center near the gym. If your Pikachu



to fight! Now you have to train hard because Misry will be very tough to beat Pikachu, Butterfree, and Bulbasaur are good bulwarks for your team, but you need to get them to Level 20 or beyond so first head down Route 4 to battle wild Pokémon. When you beat Masy and earn the Cascade Badge, it will enable one of your Pokemon to learn the Cut HM 01 technique for chopping down bushes to open

Vermillon City, Now, head out to Route 24.

BOUTES 24 & 25

NY CHARMADER!

Along Route 24 look for the dude in the northwest comer He gives you a Charmander!

that's with that

At the end of Route 25 is Bil's Sea Cottage. Bil looks strange, but he gives you a ticket to board the S.S.Anne where you'll receive Cut. Now return to Cerulean City



In the northeast corner of

BAR ISLAND

to Route 5. Go to the Pokemon Daycom Center: if you're willing to leave a Pokemon there, they'll rase it for a fee. but it's faster than training it. THE

20 Pm

CERULEAN CITY ... Stay on Route 5 south through

Saffron City. The road's closed but look for a house nearby that hides an underground path Take the coth to Route 6 and head south to Vermillon City

VERMILION CITY I just caught a

SQUIRTLE that was In Vermilion City, you meet a one-legged lady who will give you Squirtle if you best Lt. Surge at the gym. For now. head south to the S.S. Agne find the ship's Captain and see Cut. Once you exit with

Cut, the ship salls away.

WET. Now you can use Cut to

chop down a bush blocking the entrance to the gym. Beat Lt. Surge to get the Thurder Badge, Find that lady with Squirtle, and it's yours. Now head out on

Route II to Diglett's Cave. DIGLETT'S CAVI 72/ 84 TATUS/OK

13233 You want to reach Celadon City, and Dielett's Cave may seem like a roundabout way to get there. But your goal here is to capture a Duetrio. which will be a powerful addition to your team, especially if you can trach it Die TM 28. When you emerge from the cave, you'll be at Route 2. Travel porth to Pewter City.

then take Routes 3 and 4 east to Cerulean City, Continue cast along Route 9 to the Rock Tunnel, Enter the tunnel, which the Pokemon Tower Dungson). Now take Route 8 and then Route 7 west in order to reach Celadon City CELADON CITY

ZKA sent TANSELAT

You're here to face Frais and win the Rainbow Badge, But

first, explore the city's northem part to find a hole hidden by some bushes—it's an entrance to a building where would find an Feyre Now head to the gym to fight Enka if you best Eriks, heal your Pokemon at the center and head for the Game Corner. Find the man at the northern area of the corner near the poster. Beat his Pokimon and you can find a switch that opens the door to the

GAME CORNER OUNGEON forget that all

Game Corner Duneson

Once you're inside the Game Corner Dungson, your objec-

pathways. However, you won't connects to Route 10, and take Cerulean City, you find a actually receive Cut until you Route 10 to Lavender Town house with a pathway leading reach the S.S.Anne docked in tive is to find the Slob Scoon. (you'll return here later to 222

to fight Team Rocket and win the Lift key. Now head back up to the second floor, and the key lets you ride the elevator back down to the fourth floor. Fight Team Rocket again, and then fight Glovanni to win the Sigh Scope. The scope lets you see ghost Pokemon in Lavender Town's Pokemon Tower Dungeon, so head off to Lavender Town.



200 SSSS Now you fight shosts, weird Trainers, Team Rocket, and then Giovanni up the Pokémon Tower Duncoon to find old man Fuji. If you get into trouble, find the healing area in the middle of the fifth level: it moives all your Polatman



Once you rescue Fuji, he

gives you the Poke Fluce. which wakes any sleeping Pokémon (such as the Snorlax who's blocking Route 12. which you take south out of town toward Fuchsia City).

FIICHSIA CITY



SOULBADGE * Koza rules Fuchsia Cicx and he has the Soul Badee, But first head north to the Safari Zone. At the end of the zone. you find a man who can give you Surf HM 03, which you need to reach Sea Foam Island later on. You also want to find the Game Warden's Gold Teeth while you're here. When you

which you need on Sea Foam Island Now, so to the sym and take on Koga! Next stop: Saffron City.



It will take you

To reach Satiron Cary tales Routes 18, 17, and 16 (in that order), which lie wast of Euchsia City Towel uppi you're on Route 16 where you should keep an em out for a house in which you can set By HM 02. Teach a fiving Pokémon Fly to quickly zip to the various locales you've previously visited.



Your goal in Saffron City is to best Trainers at two pyris. You must tackle the sym on the left first. There you get a choice of two fighting Politimon, Hitmonchan or Hismories, it doesn't



YELLON pot a MASTER BALL!

Next, head to the Silph Co. building to get a Master Ball (even though you don't need it until after you beat this game) Go to the fifth floor and find the key card, then to the third floor to find the teleporter that zaps you to an area where you fight your rival. Beat him and you get a Lapras! Now take the teleporter back to the top floor where you face Team Rocket and Giovanni. When

you beat Giovanni, you earn

the Master Ball.

I have had psychic



Now you're ready to enter the even on the right Sahrina zwaits you. If you wn the Marsh Badge from her, you can leave for Sea Foam Isattack abilities for all your Pokeland on Route 19, Ready mon. Now surf north on watery your Pokémon with Surf Route 21 to Viriden City.

and Strength abilities. SEA FOAM ISLAND

is to just travel through the

Your youl on Sen Form Island caves on your way to Crinabar Island, But during your trek, you can capture a powerful Articuno to add to your team. Erger the gress and look for the rocks. Use Sympeth to push them into the holes and tumo in after them. Do the for five floors, and then you can use Surf to reach Artie. Now surf down Route 20 to

Cinnabar Island.



Head to the northeast comes of the island to Polytone Manson, where you must locate the key to the Chrisber Gym. Go to the third floor and flip the switch on the statue. Go south until you can jump off the leden into the basement. There's another statue

switch in the small room on the left. This switch oners a door to the hallway with yet another statue switch, Eventually, you find the key to the Crimber Gyr Go back the way you came.



Now head to the sym to take on Riving. When you hear him. he gives up the Volcano Badge. which boosts all the special

VIBIBIAN CITY

In Viridian City, go to the gym

to battle Giovanni and win the Earth Badge Giovanni's Pokemon are pumped to around Level S0, so be prepared. When you're fireshed with him, seek out Routes 22 and 23 west of the city and then head out for Victory Road



Victory Road isn't what it sounds like-it's actually a dungeon. You want to find Mokres here, Look for the rock on the first level. Use Strength to push it to the right and onto a floor switch Now find the ladder in the northeast corner and head to the second level move the rock there onto the switch. Take the path to the ladder and climb up to the third level; shows the rock

onto the switch on the left. So back down the ladder to the second level; there's the powerful Moltrest



it leads to a rock and a hole You know what to do: Push the rock into the hole and iump in after it. Shove the rock onto the switch and find ladders out of the dungeon. NOIGO PLATFAII

to fighte The only place left to go is

Indgo Piaceau where you face the Elite Four, a quartet of master Pokémon Trainers. Go to the Poloi Mart and get all the healing items you can afford. There's no reason to save your money now! You have to battle the Elize Four in order to face the last Pokémon champion...your rival! His Pokimon are seriously buffed out now, so make sure

you're reads: THE BUKNOUN DIINGFON You're the champ now! The same will actually end Even beer your rival bur don't switch off the Game Boy just yet. When you

start another game, you / can track down the last Politimon From Cenilean City head northwest slong Route 24 You must use Surf to reach the entrance to the Unknown Dungson. You find plenty of rare Pokámon here, but you need the Master Rall than you won in order

to catch one in particular, We'll let you discover who.











To defeat the cril Demon Prince and his ghoulish band of monsters, you'll need an arvenal of weapons, hisk-bett hattle skills, lots of stamma. But most importantly, you'll need really, really cod hair. Who wearts to be an anonymous looking bette anyway?



FIGHTER'S *edge 1000343* WHAMMA



Part I

(Special thanks to Gayle Gordon and Major Mike)

In this first installment of Soul Calibur, we give you the basic skills and the best air juggle combos for the main characters. We also list all the unblockable attacks, special throws, and some hard-hitting Calibur combos.

Note: for a complete list of each character's special moves, please see "The Fighter's Edge," October '98. These moves are also listed in the game's Practice mode.









CONTROLLER LEGEND

GAMEPHO DECEMBER 1979



Y = Vertical Attack (VA)

X = Horizontal Attack (HA) A = Guard (GI

B = Klok (K)



Throws
Each character can perform five standard throws, while some can perform additions throws. Those extra throws are listed on the following character profile pages.

Front Throw One
When next's Digital Control of the Control of the



When in close to your apponent's right side, top (G HA)

de, trp (G HA)



A throw can be coentered by using an escape move. For or ample, if your opponent is try ing to throw you with (G HA), quickly top HA to escape the throw. If your opponent is trying to throw you with (G VA).

the throw.

A Guard Impact is a risky but excellent defense technique that lets you repaid or parry an opponent's attack by entering a move immediately fore the attack hits you. When performed correctly, both play ers fense for a moment, but the player who successfully essents the Guard Impact is able to immediately counterattack. A Guard Impact can be used to repel almost every incoming attack.

When you repel, you block the incoming move and automatically Counter Hit your opponent. High and Mild Dennel



Tap (+ G) to repel high and mi level incoming affacks Mild and Low Repel



ow-level instming attacks

When you parry, you grab your opponent's weapon, push them aside, and lowe them open for a hit or combo.

High and Mid Parry



Press (< Q) to parry mid- and

Press (< 0) to parry mid-and low-level incoming attacks Counter Hits

Counter Hits ausses your opponent to stagger. A Counter Hit can also be used to banch your opponent into the six, where you can then execute a high-hitting sir jurgite combo.

Soul Charge
Each character can charge up
his weapon in one of two ways.



While performing a Soul Charge, your character gloss green for a second. Priss and hold IPA.

Wilk (I) to start the Soul Charge.

If you are attacked white charge.

Ing., you will suttermissionly per-



start the Soul Charge, then quickly tap G. If executed correctly, your character will glow gold for a second. During this time, some of your moves are unblockable. By our or absolute with an unblockable Soul Charge move, defend yourself with a Gased Impact move.



Each cheracter has some specie moves that cannot be blocked or countered. Thisse moves, as well as special throws and Colibur combox, are listed in the following character profile proces-



GAMEFRO DECEMBER 1999

your opponent, tap (C HA)

253

ur.





































































Fish with the Best!









WWW.DOSSINASSETS

Indemedia of E.E.E.E. the authorid ander Service by Endland. Indicate the factor of Statement of Seatons of America Inc.



EDGE

Inblockable Attacks

















Ivy Lick While your opponent is in the air, tap († VA K)

Hold (> HAVA Tap ←, ←, hold (HA VA)







Squire Cage While your opponent is in the air, tap VA, (→ VA) Insanity Light II While running toward you opponent, tap ↓, (↑ HA) Insanity Feast II Aftike running toward you opponent, tap ↓, (↑ HA),

nent, tap →, (→ HA VA)



























































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SUSPECTED























*** FIGHTER'SFDGE

Unblockable Attacks

















(HA VA) White running toward your opponent, tap x', (K HA), hold HA

Colling Combos





























































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Xianghua









































































Grand Prize Winner A very lucky James Dellar of Marietta, GA was

flown to Driando. FL for his Grand Prize "Date With Lara Croft." James walked away with an armful of autographed Eidos Interactive™ gear—and memories that will last a lifetime

First Prize Winners

Shawe Maciel of Brockton, MA won a full-size Tekken 3" arcade machine from Namoo" a NASCAR® RacePro® wheel. ShockHammer® controller, and StingRay64® controller from ThrustMaster® and a PlayStation® Memory Card and Dual Shock™ controller from Sony Computer Entertainment Americs*

John L. Greene Jr. of Randalistown, MD won a full-size Gauntiet Legends" arcade machine from Midway"; a NASCAR" RacePro" wheel, ShockHammer" controller, and StingRay64" controller from ThrustMaster® and a PlayStation® Memory Card and Dual Shock" controller from Sony Computer Entertainment America".

Second Prize Winners

Richard T. White Jr. of Washington, NC won a Segal Dreamcast game console and a collection of 10 Secs® Dreamcast™ games from Segs® of America; a ShockHammer™ controller and StingRay64" controller from ThrustMaster"; and Need for Speed": High Stakes from Electronic Arts'

lease Ristow of Haltom City. TX won a Sony PlayStation* name console: a NASCAR* RacePro* wheel. ShockHammer* controller, and StingRay64* controller from Thrust-Master® Need for Speed® High Stakes from Electronic Arts®, a PlayStation® Memory Card and Dual Shock" controller from Sony Computer Entertainment America", and 10 Cancom[®] names

Tem Dillemme from Bak Ridge, NJ won a Nintendo® 64 game console and Game Boy Color from Mintendo": a NASCAR" RacePro" wheel. ShockHammer" controller, and StingRay64" controller from Thrus!Master"; Need for Speed". High Stakes from Electronic Arts"; and 10 Capcom" games.

Jonathan Cheser from Martinsville, IN and Daniel Jones of Murray, UT won a Game Boy Color from Nintendo": a NASCAR" RacePro" wheel. ShockHammer" controller, and StingRay64" controller from ThrustMaster": Need for Speed": High Stakes from Flectronic Acts." a PlauStation? Memory Card and Dual Shock." controller from Sony Computer Entertainment American and 10 Cancom^o names.

Look for the Fourth and Fifth prize winners in an opcoming issue! Thanks to all who entered—and a practial thanks to all our enoughes for the great prizes!

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Jump into line squared circle and get Rawl We're reserving a noom for you at the Smack Bown Hotel by giving you the moves to me of the WWF's holtest wrestlers and upcoming stars, including The Rock, Stone Cold Sleve Austin, and Edgel a nationary.

Basic Skillz

Weapon X

If you've getting wheeped or just want to knock your opnoment silly, climb outside the ring and grab a weepen. Wate over to the railing by the crowd, and, while taking the fairs, tap top-C. To take the weepen into the ring with you alk over to the open and press butm-C. To beat deam your opponent with your weepons, top 8.

Back at Ya



To perform a reversal, tap L while pressing the directional pad in any direction when your opponent begins his move.

I Think Sn



Give 'Em a Hand

ed a LIft

To pick up your opponent, stand over them, then press and hold R.



To counter your opponent's punch or kick, tap R while pressing the directional pad in any direction.



To pick up your opponent and set them on all fours, tip them over facedown and tap R. To put your opponent in a sitting position, tip them face up and tap R.



direction.

controller legend

sten - Block/Counter strike attacks/ Top to put apparent in effing position. Hald to stand up apparent.

, Top-C = Clinb through or over repent Onto weapon

Left-C = Fip apposent on mat/Orag apposent

Figure C = Focus on different apposent

tom C = Climb tumbuckle, enter ring from outside/Run B = Strike

Analog Stock = Trunt buttons or directions in sequence

Tap = Tap the indiculed buttons or directions in sequence Charge = Hold the direction or button indicated for the time indicated

The Rock

Tap B Tap (6 <), or tap (6 <), or tap

(† B), or tap (4 B) Charge B for two seconds Charge (+ B), or charge (+ B), or

charge († B), or charge (4 B) for two seconds Charge (A B) for two seconds



120 A Tap A to grab your opponent, tap IA 41 or tap IA +



Tap A to grab your opponent tip (A 1) Tap A to grab your opponent, tao (A.4)

Tap A to grab your opponent, tap B Tap A to grab your opposent, top (B ←), or tap (B. →)

Tap A to grab your opponent, tap (B ft)

Tap A to grab your opposent. tap (B 4) Charge A for two seconds to grab your opponent, top A

Charge A for two seconds to grab your eppenset, too (A ←). or tap (A +)

Charge A for two seconds to grab your opponent, tap B Charge A for two seconds to grab your opponent, tap (6 +).

or tap (B -H Charge A for two seconds to grab your opponent, top (8 1)

Charge A for two seconds to crab your opponent, top (6 4)

Tap A to grab your opponent, top (* bottom-C), or tap (*) bottom-C), or tap (*) bottom-C), or tap 4 bottom-Q to whap them into the ropes, tap A as they run

Tap A to grab your opponent, tag C), or tap († bottom-C), or tap (4 bottom-C) to whip them into the ropes, tap (A +), or tap (A +) or top (A 1), or top (A 4) as they

run into you Change A to grab your opponent tap (+ bettom-C), or tap (+ bot tem-C), or tap (+ bottom-C), or tap (4 bottom-C) to whip them into the ropes, tap A as they run

Change A to grab your appeared top (← bottom-CL or top (→ bottom-Q, top († bottom-Q, or tap (4 bottom-Q to whip them into the ropes, charge A for two seconds as they run into you

Tap A to grab your exponent

Tap A to grab your opponent tap 8

Charge A for two seconds to grab your opponent, tap A

Charge A for two seconds to grab your opponent, tap B tic Perform the /allowing moves an your appointed in on the grown



the ground, stand near their head and tup A to start the animation. ter bouncing off the ropes, top offorn-C B) when you get near

When your opponent is lying on the ground, stand near their head and tro A When your apponent is sitting up on the ground, stand near their head and top A

When your opponent is lying facedown, and near their side

When your opponent is lying on their back, stand by their feet and tan A

hen your opponent is lying codown, stand near their feet and top A

When your opponent is sitting up, stand near their head and

When your opponent is on all fours, stand near their head and

lowerd your oppo nent, tap (A.B)

After bounding off the ropes, run toward your opponent and top B After bouncing off the ropes run toxised your coponent and

To kick your opponent inside the ring while standing on the aprox To lack your opponent outside the ring while standing on the agree, too B

While standing on the outside of the ring on the apron, tap A to grab your opponent, tap A or tap B

131 While standing on the outside of

the ring on the apron, charge A for two seconds to grab your opponent, tap A, or tap B

Eye Reke on Ropes
With your opportent facing you tap A to grab them, tap A

ith your appealent facing you tap A to grab them, tap E Charge A for two seconds, tap A

Change & for two seconds, top B Note: Perfore the following moves of the too rope.

When your opponent is standing in the ring, press the directional batters C

ben your opponent is lying in the ring, press the directional pad toward the tumbuckle, tap



ick in any direction When in close behind your opponent, charge A for two ands to grab them, tap the analog stick in any direction

Stone Cold Steve Austin

Smack Downs Note: Partons the following mo while in close to your apponent

Elbow Strike/Kick Tap (8 +), or tap (8 +), tap († 8) or tap (4 B) Charge B for two seconds

Austin Puncti Charge (← B) or charge (→ B), or charge († B), or charge (4 B) for

Charge (A B) for two seconds Tap A to grab your opposent

tap A Tap A to grab your opponent, tap (A ♦), or tap (A ♦)

Eye Rake Tap A to grab your opponent

Scoop Sla Tap A to grab your op

ock Takedown Tap A to grab your opponent tso 8 Shoulder Thrust's Top A to grab your opponent top (8 4), or top (8 4)

tro (A \$1

Tap A to grab your opponent

tap (5 1) Tap A to grab your opponent

tap (8 4) Change A for two seconds to grab your apponent, tap (A +). or too (A. +) Back-Body File

Charge A for two seconds to grab your opponent, tap (A 1) Charge A for two seconds to arab your apponent, too (A 4)

Charge A for two seconds to

ab your coponent, tap (B 1) arge A for two as grab your opponent, tap (6 4)

Top A to grab your opponent (4- bottom-C), or tap (→ bot tom-Cj, or tap († bottom-Cj, or tap (* bottom-C) to whap them into the ropes, top A se they run

for Back Yose Tap A to grab your opponent, top (← bottom-C), or top (→ bottom-C), or tap († bottom-C), or tap (4 bottom-C) to whip them into

es, top (A +), or top (A +). or top (A 1), or top (A 4) as they run into you Charge A to grab your eppenent top (+ bottom-C), or top (+ bot m-Cl, or tap († bottom-Cl, or

p (4 bottom-C) to whip them into the ropes, tap A as they run Low These Press Knuckle

Charge A to grab your opponent,

ep (← bottom-C), or tap (→ bot m-C), or tap († bottom-C), or tap (4 bottom-C) to whip them into the ropes, charge A for two seconds as they run into you

Jacked in the Back

Tap A to grab your exponent

ower Back Orgo Tap A to grab your opponent tap (A ←), or tap (A → arm Smash Tap A to grab your coponent

School Boy Charge A for two seconds to Ground Affacks Note: Perform the following moves when your opponent is an the aroung

Austin Elbow Droc When your opponent is lying on ther back, stand near them and

When your opponent is lying on the ground facodown, stand noa

When your opponent is sitting up on the ground, top B

on the ground, stand rear their head, tap A

When your eppenent is on all fours, stand near their head. tap B

Camel Cluich hen your opponent is on all urs, stand near their heed. ton A

or tap 8

While standing on the outside of the ring on the aprox, tap A to grab your exponent, top A or E

Mounted Parition Punching When your opponent is lying on the ground, stand near their head

ng Reverse Armbai When your eppenent is lying on the ground facedown, stand nex

Running Alfacks

Shoulder Block When running toward your oppo nort, tap 8 Back Elbow Smash When running toward your oppo-

nent, tap (A B After bouncing off the ropes, run toward your opponent, tap B

chen Sink After bounding off the ropes, run toward your opponent, tap (AS)

Apron Affacks Club to Chest When in the ring white your opportent is on the agron, tap A to grat

them, too A or too B en in the ring while your opp nent is on the apron, charge A for two seconds to grab them, tap A

bottom-C Back Elbow Drop

pad toward the tumbuckle, tap When your opponent is lying in the ring, press the directional pad toward the turnbuckle, tap

Finishing Moves

Shape Cold Shipper



nent, charge A for two seconds to grab them, tap the analog ick in any direction Rear Naked Choke When in close and bekind your seconds to grab them, tap the analog stick in any direction



Tap A to grab your eggenent tap B

Front Kick Too R

Tap (B ←), or tap (B →), or

tap (B ft), or tap (B 4 Mudhole Stomolno

Comin' Top Rope

Note: Parloce the following moves off the too rose.

When your opponent is standing

in the ring, press the directions

Double Axe-Handle

HERE'S 3 <u>NEW</u> WAYS TO SCREW AROUND AND ACCOMPLISH NOTHING!















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EMGE

Smack Downs

Hook Punch/Front Kick Top (+ B), or top (+B), top († B), or top (+B) Overhand Punch Charge B for two seconds



Chargo (+ B), or chargo (+ B), or charge (+ B), or charge (+ B) for Big Drop kick Charge (A B) for two seconds

Heac Tap A Knee Strike

Knee Strike
loo A to grab your opponent, tap
(6 B) or tap (6 B) or tap
(6 B) or tap (10 B)
Eliub to Meck
loo 8 to grab your opponent,
loo (10 B)
Scoop Stam
hop 8 to grab your opponent,
loo (4 B)
RIB Breaker
Loo A to conhumer accessed

Rap A to grab your opponent, tap B

Headlock Takedown
Tap A to grab your opponent, tap
(+ B), or tap (+ B) Rep A to crab your opponent. tap (1 B)

ulder Breaker Tap A to grab your opponent, tap (B)

Charge A for two seconds to

(← bottom-Cl, or tap (→ bottom-Cl, or tap (↑ bottom-Cl, or tap grab your opponent, top A (bottom-C) to whip them into nice Takedowe the ropes, then tap (A +1, or tap (A →), or tap (A ↑), or tap (A ↓)

onab your opponent, two († A)

Charge A for two seconds to

grab your opponent, top (4 A)

grab your opponent, tap B

Charge A for two seconds to

grab your opponent, tap († 8)

Charge A for two seconds to

grab your opponent, top (# B)

er tap (→ E)

0.8 Tel Charge A for two seconds to grab your opponent, tap (+ A), or tan (+) Al ody-Press Siem range A for two seconds to

Charge A for two sec ends to

as they run into you

Irish Whipped

Tap A to grab your opponent, tap

teo (4 botto m-Ci to while them

into you

grab your opponent, tap (+ bot-tom-C), or tap (+ bottom-C), or top († bottom-C), or top (4 bottom-C) to whip them into the ropes, tao A as they run into you

Charge A for two seconds to Charge A for two seconds to grab your opponent, tap (4-bet-Charge A for two seconds to tem-C), or bip (→ bottom-C), or tao (↑ bettom Cl. or tao (↓ bot grab your apparent, tap (+ B) tom-C) to whip them into the ropes, tap (A 4), or tap (A 4), or tap (A 1), or tap (A 4) as

they run into you in the Back Note: Perform the following moves from behind your separent.

Top A to grab your opponent,

Shin Breaker Top A to grab your opponent Sleeper Hold Charge A for two seconds to

grab your opponent, tap A Change A for two seconds to grab your eppenant, tap B Ground Albacks

Note: Perturn the fallowing moves when your apparent is on the ground, Jumping Leg Drop When your apparent is lying on

the ground, stand near their head and tap B

When your opponent is lying face down, stand near their head and

Back Toss
Tap A to grab your opponent, tap (* bottom-C), or tap (*) bottom-C), or tap (*) bottom-C), or tap B Hammer Blow When your opponent is sitting up on the ground, stand near their head and tap B into the ropes, tap A as they run

et is on all fours, stand near their head and

ten B mel Ciulch

When your opponent is lying face-down, stand near their head and

Knee Smash
When your opponent is lying on
the ground, stand near their foot
and top A

Knee Stomp When your opponent is lying face-down, stand near their feet and

eper Hold When your opponent is sitting up on the ground, stand near their head and tap A

Running Affacks Running Shoulder Block When running toward your appe-

nent, tap B eck Elbow Smash een running toward your oppo-

After bouncing off the ropes, run toward your opponent, tap B

Low Yakuza Kick

After bouncing off the rapes, run toward your eppenent, tap (A B) Elbow Drop When your apparent is sitting up on the ground, run toward them,

Apron Affacks Club to Chest When in the ring while your appo-

is on the aprox, tap A to grah them, top A, or top B ex to insid When in the ring while your opponent is on the apron, charge A for two seconds to grab them, tap A Guilloline While standing on the outside of the ring on the apron, tap A to grab your opponent, tap A,

or tap B Suplex to Outside White standing outside the ring on the apron, charge A two secends to grab them, tap A, or

Corner Moves

Note: Perform the following moves when your opported is in the corner,

Тао В

Tap (+ B), or tap (+ B), or tap († B), or top (B) der Th Tap A to grab your opponent,

Top A to grab your opponent,

Fool Chake Charge A for two seconds to grab your opposent, tap A

Charge A for two seconds to grab your opponent, bin B Comin' Ton Rone

Note: Perform the following moves on the top rope. Diving Lariel
When your opponent is standing in the ring, press the directional

pad toward the tumbuckle, tap bottom-C Back Elbow Drop When your opponent is lying in the ring, press the directional ped toward the tumbuckle, tap bottom-C

Finishing Moves Nate: Portores the following regres when your Atthode Eleter is flashing one Piledrive



nent, charge A for two seconds to grab them, tap the areleg stick in any direction Reverse Suplex When in close behind your apparent, charge A for two seconds to grab them, tap the analog stick in any direction



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Looking Cor









Undertaker

ack Downs

Tap (+ B), or tap (→ B), or tap (1 8), or top (4 B

Cheap Shot to Thros Cherge 8 for two seconds Charge (+ B), or charge (+ B), or charge († B), or charge (4 B) for

two seconds Charge (A 8) for two seconds

Tap A to grab your opponent,

Tap A to grab your opponent tap (← Al, or tap (→ A Tap A to grab your opponent tap († A)

Tap A to grab your opponent tap (A) Arm Wrench

Tap A to grab your opponent, Arm Wrench Hook Kick Tap A to grab your opponent, top

(+ Bi, cr tap (→ Bi Tap A to grab your opponent,

tap († Bi Tap A to grab your opponent,

tap (4 8)

Shoulder Thrushs Charge A for two seconds to grab your epponent, tap A

Charge A for two seconds to grab your opponent, tap (+ A). or tap (+ A) Charge A for two seconds to

ab your opponent, tap († A) Charge A for two seconds to grab your opponent, top (4 A)

Charge A for two seconds to grab your opportent, top 8 Charge A for two seconds to grab your opponent, tap (+ 8). or top (→ 8)



grab your coponent, top († 8) nap Powerbomb arge A for two seconds to grab your opponent, top (\$ 8)

Tap A to grab your opponent, tap (← bottom-Cl, or top (→ bot tom-Cl. or tap (1 bottom-Cl. or big (# bottom-C) to whip them

into the ropes, tap A as they run into you Tap A to grab your opponent, tap

(+ bottom-Q, or top (+ bottom-Q, or top († bottom-Q, or top (4 bottom-C) to whip them into the ropes, tap (A +), or tap (A →), or tap (A 1), or tap (A 4) as they run into you

barge A to grab your opponent, tap (+ bottom-C), or tap (+ bottom-Q, tap († bottom-Q, or tap (4 bottom-Q) to whip them into the ropes, tap A as they run

Charge A to grab your opposent, top (+ bottom-Q, or top (+ bot-

tom-C, tap († bottom-C), or tap (4 bottom-C) to whip them into the ropes, charge A for two sec ands as they run into you

ple: Parloss the following move: ambehind your apparent.

Tap A to grab your opponent, Nod Tisp A to grab your opponent

tap B

Charge A for two seconds to grab your opponent, tae A in Breake harge A for two seconds to grab

your opponent, tap B round Attacks

Note: Perform the following moves when your accorded in on the annual then your apparent is lying or the ground face up, stand near their head and too R.

Jumping Leg Brop When your opponent is lying on the ground facedown, stand near their head and tao B.

When your opponent is sitting up on the ground, stand near their When your opposent is on all fours, stand near their head and

Sirring Reverse Armber When your opponent is lying face down, stand near their head and

ide Lea Lock When your opponent is lying foce up, stand near their feet and tap A 280

Single Crab When your opponent is lying facedown, stand near their feet. and tap A

When your opponent is sitting up on the ground, stand near their head and tap A

When your opponent is on all fours, stend near their head and

Punning Attacks Shoulder Block
When running toward your oppo-

nent, top B Back Errow Smaser
When running toward your oppo nect, but (A R

After bouncing off the ropes, run toward your opponent, tap B eno Lari



ward your opponent, tap (A B) Diving Body Press
When your opponent is on the cutside of the ring, run toward

the ropes and tap A Club to Chest When in the ring while your

opponent is on the apron, tap A. to grab them, tap A, or tap B ex to Insid When in the ring while your onent is on the apron, charge A for two seconds to grab them top A, or top B

While standing on the outside of the ring on the apron, tap A to grab your opponent, bap A, or tap B

Suplex to Outside
White standing cubide the ring
on the apron, charge A two sec onds to grab them, top A, or

Nation Perform the Epicowing Joseph school pour apparent is in the some Tao B

Back Elbow Strike Tap (B ←), or tap (B →), or tap (B f), or tap (B 4) Eye Rake on Ropes
Top A to grob your opponent. Knee Sirikes
Tap A to grab you opponent

tap B



grab your opponent, top A

ċ grab your opponent, tap B Natur Perform the Inliawing move off the top rope.

When your opponent is standing in the ring, press the directional pad toward the tumbuckle, sap bottom-C

Double Axe-Handle When your opponent is standing outside the ring, press the directional pad toward the turnbuckle tap bottom-C inee Drop then your opponent is lying in

the ring, press the directional god toward the tumbuckle, tap

ombstone record opposition in close to your opponent, charge A for two sec ands to grab them, tap the alog stick in any direction



en in close bohind you opponent, charge A for two seconds to grab them, tap the analog stick in any direction.

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Your friend wants you to smoke that wacky weed. You don't know what to say. Try this.

No. Absolutely not. I have more respect for body than that.

Thave more respect for my parents than that.

I have more respect for my brother who thinks

to happen to the planet

earth

since professional

wrestling.

Idon't get high

I get high above the TIM.

Where I take guys

So, when I say no,
I mean not now,
not formerrow.

Not this weekend at the party.

Not ever.

Or you could just say: I'm not into that stuff.



Triple H

Smark Downs

Tep B Elbow Strike/Klos Tap (← B), or tap (→ B), or tap (↑ B), or tap (4 B) Overhand Punch Charge B for two seconds

Charge (← B), or charge (→ B), or charge († B), or charge (4 B) for Diving Clothesline

Charge (A B) for two seconds Dyerband Punch Tsp A to grab your opponent, tzo A



Tap A to grab your opponent, tap (A), or tap (A) Elbow to Back of Head Tap A to grab your opponent,

tap († A) Scope Size Tap A to grab your opponent, Izp (A) Arm Wrench Elbow Smash

Tap A to grab your opponent. tsp B Inning Neckbreaker Tap A to grab your opponent tap (← B), or tap (→ B)

Tap A to grab your opponent, tap († B) Alternatino Knee Strikes

Tap A to grab your opponent tap (4 B) Headlock Punch Charge A for two seconds to grab your opponent, top A Double Underhook Suplex with Knee Strike

terge A for two seconds to grab your opponent, top (+ A) or top (+ A) Snake Eyes Charge A for two seconds to grab your opponent, tap († A) Small Package Charge A for two seconds to

tao B School Boy

Manhattan Drop Charge A far two seconds to grab your opponent, tap B

Reverse Sunley Charge A for two seconds to grab your opponent, top (4- B) or two (+ B) Charge A for two seconds to

grab your opponent, tap († B) Powerbomb Pin Charge A for two se grab your opponent, top (4 B)

irish Whipped Scissor Sweep Tap A to grab your opponent, tap (+ bottom-C), or top (→ bottom-C), or top (↑ bottom-C), or top (↓ bottom-C) to whip them into the

roses, tap A as they run into you Tap A to grab your opponent, top (+ bottom-G), or top (+) bottom-G), or top (†) bottom-G), or top

the ropes, tap (A+), or tap (A+), or tap (A. 1), or tap (A. 4) as they

ack Breaker

Charge A to grab your op tap (+ bottom-C), or tap (+) bottem-G, or top († bottom-G), or top (# bottom-G) to whip them into the ropes, top A as they run into you

Manhaltan Drog II Charge A to grab your opponent tap (* bottom-Cl, or tap (* bottorn-Ci, or tap (* bottom-Ci, or tap (4 bottom-C) to whip them seconds as they run little you

Jacked in the Back Note: Perform the following moves from behind your associate Rack Drop

Tap A to Grab your opponent, Shin Breaker Tap A to Grab your apponent.

Charge A for two seconds to

Salaning Back Drog Charge A for two seconds to grab your opponent, tap B

Ground Alfacks fore: Perform the following moves then your opported to an the ground Jumaina Elbow Droa When your apparent is lying on the ground faceup, stand near

their head and tao B ble-Knee Drop

When your opponent is lying on the ground facedown, stand near their head and tap B Hammer Blow When your opponent is sitting up

on the ground, stand near their head and top B Knee Drag When your opponent is on all rs, stand near their head and

Mounted Position Punching When your opponent is lying face-up, standinger their head and tan & Siffing Reverse Armbar When your apparent is lying face down, stand near their head and

A cut Knee Smash When your apparent is lying face-up, stand near their feet and tap A Knee Stoma When your opponent is lying facedown, stand near their feet and

Sleeper Hold When your opponent is sitting up on the pround, stand near their bead and tan A Camel Clutch When your opponent is on all fours, stand near their head and

Running Alfacks Shoulder Block When running toward your opponent, tap 8

Back Elbow Smash When running toward your oppo rent, tap (A B) HHH Jumping Knee Altack



Running Ciothesline After bouncing off the ropes, run toward your opponent, tap (A B) Apron Affacks

When in the ring while your opponent is on the spron, tap A to grab them too A or too B Sunley to Inside When in the ring while your opponent is on the apron, charge A for two seconds to grab them, tao A or tap B

Gullioline While standing on the outside of the ring on the apron, tap A to grab your opponent, tap A, or Sunsel Flig



on the apron, charge grab your opponent, tap A, or

tap 8

Corner Moves Note: Perform the following moves when your opponent is in the come chineed. Front Kick Tap 8 lack Elbow Strike

Tap (B ←), or tap (B →), or tap (8 1), or tap (8 4) lder Thrusts Tap A to grab your opponent,

ID Punch Tap A to grab you opponent tap B Foot Chake

Charge A for two seconds to grab your opponent, tap A Knee Strikes Charge A for two seconds to crab your opponent, tep 8

Comin' Too Rooe Note: Particip the following ingree off the for rose. Knee Stilke When your opponent is stands in the ring, press the directions ped toward the tumbuckle, two

Knee Drop When your opponent is lying in the ring, press the directional gad toward the turnbuckle, tap betteen-C

Finishing Moves Note: Purlam the fallowing moves when your Athluse Meler is Status "Special"



When in close to your oppo nent, charge A for two seconds to grab them, tap the analog stick in any described Reverse Sunley When in close behind your opponent, charge A for two seconds to grab them, top the analog stick in any direction.



Mankind

Smark Bowns

Yan B ow Shike/Kick Tap (← B), or tap (→ B), or tap († B), or tap (# B)

Side Headoutt Change It for two seconds Charge (← B), or charge (→ B), or

charge († B), or charge (4 B) for Diving Ciothesline Charge (A B) for two seconds Overhand Punch

Tap A to grab your opponent Tap A to grab your opportent, tap (← A) or tap (→ A)

Club to Neck Tap A to grab your opponent, tro (2 A) Scoop Slam Tap A to grab your opponent.

too (4 A) Headlock Takedown Tap A to grab your opporent

Swinging Neckbreaker Top A to grab your opponent, top (4: 6), or top (4: 6) Tap A to grab your opponent,

tap († B) Tap A to grab your opponent, tio (4 B)



Charge A for two seconds to grab your opponent, top A Headlock Punch Charge A for two seconds to grab your opponent, top (← A), or top (← A).

Snake Eues Charge A for two seconds to grab your opponent, top († A) Small Package Charge A for two seconds to grab your opponent, top (4 A)

Back Rake erge A for two seconds to grab your opponent, top B

uble Underhook DD1 Charge A for two seconds to grab your opponent, tap (+ B). or top (*) Bi Falling Front



your opponent, top († B) g Piledriver Charge A for two seconds to grab your opponent, tap (& B)

Irish Whinned Top A to grab your opponent, tap (← bottom-C), or tap (→ bottom-C), or tap († bottom-C), or tap (4 bottom-C) to whip them into the roces, tap A as they run into you

lder Back Toss Top A to grab your opponent, top (+ bottom-C), or top (+ bottom-C), or top (+ bottom-C), or top (4 bottom-CI to whip them into the ropes, top (A +), or top (A +). or tap (A 1), or tap (A 4) as they

ominal Stretch Charge A to grab your eppenent tap (* bottom-C), or tap (* bottom-C), or tap († bettom-C), or tap (4 bottom-C) to who them into the ropes, tap A as they run

into you Sleeger Hold Charge A to grab your opponent, tap (+- bottom-C), or tap (+- bot tore-CL or tap (1) bottom-CL or top (4 bottom-C) to whip them seconds as they run into you

lacked in the Back Note: Perform the following from behind your apparent

Tap A to grab your opponent Forearm Smash Top A to grab your opponent,

Face Crusher Charge A for two seconds to grab your opponent, tap A torge A for two seconds to grab your opponent, tap B

Ground Attacks

on the following moves accept it as the ground Elbow Drop When your opponent is lying on the ground faceup, stand near

they head and tap B ing Leg Drop

When your opponent is lying on the groun accdown, stand near their head and tap B Hammer Slow When your appo on the ground, stand near their

beed and tap B Knee Drop When your opponent is on all fours, stand near their head and tap B Lights Dut

When your opponent is lying faceup, stand near their head and tap A Rear Naked Choke When your opponent is lying face

down, stand near their head and Single Leg Crab When your opponent is h faceup, stand near their feet

Knee Stomp When your opponent is lying facedown, stand near their feet and tap A or tap B

Siegner Hold When your opponent is sitting up

on the ground, stand near their head and tap A Camel Clutch When your opponent is on all fours, stand near their head and

Running Attacks Shoulder Block When running toward your opponont, tap B

Back Elbow Smash When running toward your opponont, tap (A B) Body Attack

When running toward your opponett, charge B for two seconds Kilchen Sink tillo you're running toward you opponent, charge (A B) for two

Apron Allacks Club to Chest When in the ring white your apponent is on the agree, tap A to graft them, tap A, or tap B Suplex to Inside When in the ring while your oppo-

nent is on the apron, charge A for two seconds to grab them, tap A. Arm Breaker While standing on the outside

of the ring on the apron, tap A to grab your opponent, tap A, or top B Guilliotine While standing on the outside of the ring on the apron, tap A to grab your opponent, tap A,

Corner Moves Note: Purious the following moves when your opponent is in the consu-stunced. Front Kick

Tro B Back Elbow Strike Too IR \$1, or too IR \$1, or too (B 1), or tap (B 4) Shoulder Thrusts Tap A to grab your opponent,

A cest ID Punch Tap A to grab your opponent.

Eye Rake on Ropes Charge A for two seconds to grab your opponent, tap A Foot Choke Charge A for two seconds to

erab your opponent, tap B Comin' Top Rope Note: Fortoxis the following moves

Double Axe-Handle

When your opponent is standing in the ring, press the directional pad toward the tumbucide, bebottom-C

Back Elbow Drop When your opponent is lying in the ring, press the directional d toward the tumbackle, top

Finishing Moves





When in close behind your opponent, charge A for two seconds to grab them, tap the analog stick in any direction



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Road Doog

Smack Downs Siap. Tap 8

ow Strike/Kick Tap (← B), or tap (→ B), or tap († B), or tap (# B) **Dverhand Pu**



Charge (+ B), or charge (+ B), or charge († B), or charge (4 B) for two seconds

ng Drap Kick Charge (A B) for two seconds

e Club Tap A to grab your opponent Head Ringer

Top A to grab your opponent tap (+ A), or tap (+ A) Headlock Punch Tap A to grab your opponent,

tap († A)

Top A to grab your opponent tap (4 B) Tap A to grab your opponent tao B

Arm Wrench Tap A to grab your opponent, tap

(+ B), or tap (→ B) nap Suplex Tap A to grab your opponent. tap († B) Tap A to grab your opponent,

tap (4 B) Russian Leg Sweep Charge A for two seconds to grap your goggenent, top A Shoulder Thrusis Charge A for two seconds to grab your opponent, tap (+ A),

or tap (+ A) Reverse Suplex Charge A for two seconds to grab your opponent, top († A) ckslide Pin Charge A for two seconds to grab your opponent, tap (# A)

Charge A for two seconds to grab your opponent, top B

ant Headbuff arge A for two seco eneral, two (+ B). grab your appo or tap (+ B) lenhalfan Drop serge A for two seconds to grab your apparent, top († 8)

ront-Face Pancake Charge A for two seconds to grab your opponent, tap (4 B) Irish Whipped

ck Toss Top A to grab your opponent, tap (* bottom-C), or tap (* bottom-C), or tap (* bottom-C), or tap (* bottom-C) to whip them into the ropes, top A as they run into you

Scissor Sweep
Tap A to grab your opponent, tap
(+ bottom-Q, or tap (+ bottom-Q, or tap (+ bottom-Q, or tap

(4 bottom-C) to whip them into the ropes, tap (A +), or tap (A +), or tap (A +), or tap (A +) as they run into you



Charge A to grab your oppo-nent, top (← bottom-C), or top (* bottom-C), tap († bottom-C). or tap (4 bottom-C) to whip them into the ropes, tap A as they run uoy otni

Charge A to grab your apparent, tap (+ bottom-C), or tap (+ bottom-Cl, or tap († bottom-Cl, or tap (4 bottom-C) to whip them into the ropes, charge A for two seconds as they run into you

in the Back Note: Perform the following moves from behind your apponent.

Back Drop Tap A to grab your apparent parm Sm

Tap A to grab your apparent School Boy Charge A for two seconds to grab your opponent, top A

harge A for two seci grab your opponent, tap B ound Affacks



When your opponent is lying on the ground faceup, stand near their head and tap B

When your apparent is Iging on the ground facedown, stand near their head and tap B mer Blow

When your oppo on the ground, stand near their head and tap B

Knee Droo When your opponent is on all fours, stand near their head and tap B Lights Dut

When your apparent is lying faceup, stand near their head and too A Sillling Reverse Armbar When your apparent is lying tree

was, stand near their head and eadbuilt to Groin When your apparent is lying face-

up, stand near their feet and top A Knee Slomp When your apparent is lying facodown, stand near their

feet and too & leeper Hold hen your apparent is ting up on the ground neor their head and

When your nent is on all fours, stand and ten A

Running Affacks ider Block

hen running toward your goog-Back Elbow Smash When running lowerd your oppo-

ment, tao (A B) Diving Elbow After bouncing off the ropes, run toward your opponent, tap B Jumping Elbow Smash After bounding off the ropes, run toward your apponent, tap (A B)

Apron Affacks

Club to Chest
When in the ring while your oppo-nent is on the apron, top A to grab them, top A or top B uplex to Inside then in the ring while your opponent is on the aprox, charge A for two seconds to grab thom, tap A. or tap B

Arm Breaker While standing on the outside of the ring on the apron, tap A to grab your opponent, tap A, or

65 While standing on the outside of the ring on the apron, tap A to arab your apparent, tap A. or tao B

Diving Elbow When standing on the apron near the turnbuckle, press the direc tional pad toward the tumbucide and top bottom-C

Corner Moves Note: Parform the following moves when your apponent is in the come

ont Kick Teo B

Back Elbow Strike Tap (B 41), or tap (B +1), or tag (B 1), or top (B 4) der Thru Tap A to grab your opponent ton A

Tap A to grab your opponent tap B olex

Charge A for two seconds to grab your opponent, tap A Knee Strikes Charge A for two seconds to grab your opponent, tap B

Comin' Top Rope Note: Perform the following moves off the top rope. Double Axe-Handle
When your opponent is standing
in the ring, press the directional
pad toward the tumbuckle, top

Knee Drop When your opponent is lying in the ring, press the directional rd the turnbuckle, tag



stick in any direction When in close behind your opponent, charge A for two seconds to grab them, tap the arreleg stick in any direction

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Stop scrounging for quarters, the classics are here.





























Edge

Tap B Top (+ B), or top (+ B), or top (# B), or tap (4 B)

Charge B for two seconds Chargo (4-B), or otarge (+ B), or

ergs († B), or charge (4 B) for E WE CE

Charge (A B) for two seconds Tap A to grab your opponent

Tap A to grab your opponent tap (← A) or tap (→ A)

Tep A to grab your opponent, troit A

Tap A to grab your opponent, top (& A)

Tip A to grab your opponent distriction

Top A to grab your opponent, top (← B), or top (→ B)

Tap A to grab your opponent, tap († B)

Tap A to grab your opponent tap (4 B)

Charge A for two seconds to grab your opponent, top A



grab your opposent, tap (+ A). or tap (+ A)

Charge A for two seconds to grab your opponent, tap († A) Charge A for two seconds to

grab your opponent, tap (# A) Charge A for two seconds to Charge A for two seconds to

grab your opponent, tap (+ 8) ar tap (→ B) Charge A for two seconds to arab your opponent, tap († 8)

Charge A for two seconds to grab your opponent, tap (# 8)

Tap A to grab your opposent, tap (← bottom-C), or tap (→ bottom-Cl. or tap († bottom-Cl. or tap (4 bottom-C) to whip them into the ropes, tap A as they run into you

Tap A to grab your opponent, tap (← bottom-C), or tap (→ bottom C), or tap († bottom-C), or tap (4 bottom-C) to whip them into the ropes, tap (A +1, or tap (A +), or tap (A. 1), or tap (A. 4) as they

run into you Charge A to grab your opponent tap (← bottom-C), or tap (→ botrs-C), or tap († bottom-C), or tap (4 bottom-C) to whip them into the ropes, tap A as they run

into you

Charge A to grab your opponent tap (+ bottom-C), or tap (→ bot tap (4 bettern-C) to whip them into the ropes, charge A for two seconds as they run into you

Mose: Perform the following moves from behind your assessent. Tap A to grab your opposed tap A

Tap A to grab your opponent.

Running Atlacks Charge A for two seconds to

grab your opponent, tap A Charge A for two seconds to grab your opponent, tap 8

When your opponent is hing on the ground faccup, stand near their head and tao B When your opponent is lying on

the ground facedown, stand near their head and tap B When your opponent is sitting up

head and tap B When your apponent is on all

fours, stand near their head and tap B When your apponent is lying

faccup, stand near their head and tap A Rear Nelced Choice When your opponent is lying face-down, stand near their head and

Side Leg Lock When your opponent is lying faceup, stand near their feet and tap A

When your opportant is lying facedown, stand near Shelr feet and tso A

When your opponent is sitting up on the eir head and top A

When your oppo nent is on all fours, stand near their head and tap A

Corner Moves

(B 1), or tap (B 4)

SHOULDER THRUSTS
Tap A to grab your opponent,

Charge A for two seconds to

Charge A for two seconds to grab your opponent, tap B

Note: Perform the following moves off the top rope.

Missile Orop Kick When your opponent is standing

in the ring, press the directional

ged toward the tumbuckle, tap

Flying Body Press When your opponent is standing

outside the ring, press the direc-tional pad toward the turnbuckle.

al pad toward the turnbuckle, fap

tap bottom-C

grab your opponent, tap A

Body Alfack When running toward your oppo-Nate: Parform the following maves when your apponent is in the corner. neet, tap B Conning Back Elbow Sirike Tap (B ←), or tap (B →), or tap

inning-Wheel Kick en ranne toward your opponent, tap (A B) After bounding off the ropes, run toward your coconent, tap 8

After bounding off the ropes, run Tap A to grab your opponent, foward your opponent, tap (A B) tap B

Bounce off the ropes apposite

of where your opponent is out-side the ring, and, while running toward them, charge A at the middle of the risa

When in the ring while your oppo nent is on the apron, tap A to grab

them, top A, or top B When in the ring while your opponent is on the apron, charge A for two seconds to grab them, tap A. or tap B

When your opponent is lying in the ring, press the directional ped toward the tumbuckle, tap bottom-C While standing on the outside of the ring on the apron, tap A to When your opponent is lying outgrab your opponent, tap A, or side the ring, press the direction-

tap B

teo B

While standing on the outside of the ring on the apron. charge A to Note: Perform the following moves when your Attitude Meter is flighting grab your tap A, or

When in close to your opponont, charge A for two seco to crab them, tap the analog stick in any direction

> When in close behind your opponent, charge A for two seconds to grab them, top the

analog stick in any direction

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X-Pac Smack Downs

Elbow Sirtke/Low Kick Teo B

Spinning Crescent Kick Top (+ B), or top (+ B), or top († B), or tap (+ B)

Overhand Punch Charge B for two seconds X-Pac Turn Klek

Charge (+ B), or charge (+ B), or charge († B), or charge (B) for

Jump Splaning Charge (A B) for two seconds Overhand Punch Tap A to grab your opponent,

top A Chon Tap A to grab your opponent. tap (← A), or tap (→ A) Elbow Strike

Tap A to grab your opponent. tap († A) Tep A to grab your opponent. (A 4) cod Headlock Takedown Tap A to Grab your opponent,



(← B), or tap (→ B) Snan Sunlex Tap A to grab your opponent, tep (\$ 8) Piledrives

Tap A to grab your opponent. tap (4 B) Headlock Punch Charge A for two seconds to

grab your opponent, tap A Falling Neckbreaker Charge A for two seconds to grab your opponent, tap (← A) or trip (+) A)

in the Back Back Drop

Jacked

Headselssor Takedown Charge A for two seconds to rab your opponent, tap [† A] Small Package Charge A for two seconds to grab your opponent, tap (4 A)

Charge A for two seconds to grab your opponent, tap B

Rolling Clutch Pin

Charge A for two seconds to grab your opponent, tap (+ 8) or tap (+ B) Hurracanrana Pin

Charge A for two seconds to grab your opponent, tap († 8) Atternating Knee Strikes

Charge & for two seconds to grab your opponent, tap (4 B) Irish Whipped

Monkey Toss Tap A to grab your opponent, tap (# bottom-Cl, or tap (*) bot-tom-Cl, or tap (*) bottom-Cl, or tap (*) bottom-Cl to whip them into the ropes, top A as they run

into you Shoulder Back Toss Tap A to grab your opponent, tap (+ bottom-C), or tap (+) bottom-C), or tap († bottom-C), or tap (4 bottom-C) to whip them into the ropes, tap (A +), or tap (A +),

or tap (A 1), or tap (A 4) as they run into you Headscissor Takedown Charge A to Grab your opponent, tap (← bottom-C), or tap (→ bot-tom-C), or tap (↑ bottom-C), or tap (↓ bottom-C) to whip them into the rooes, too A as they run

into you Till-a-Whirl Back Breaker Charge A to grab your oppo top (+ bottom-C), or tap (+ bottom-C), or tap (1' bottom-C), or top (4 bottom-C) to ship them into the ropes, charge A for two seconds as they run into you

Tap A to grab your opponent tap B

School Boy Charge A for two seconds to grab your opponent, tap A Rear Naked Choke with Scissors

Charge A for two seconds to crab your opponent, tap B Ground Attacks

Note: Perform the following moves when your opposed is on the ground Fibow Drop When your opponent is lying on the ground faceup, stand near

their head and too B Stomp When your opponent is lying on the ground facedown, stand near wr., stand near their head and too B

Hammer Blow When your opponent is sifting upon the ground, stand near their ad and tap B Mounted Punches

When your opponent is lying factup, stand near their head and too A Sillino Reverse Armbar When your opponent is lying facedown, stand near their head and

tapA Headbuilt to Groin When your opponent is hims faceup, stand near their feet and tap A Knee Stomp When your opponent is hims face

down, stand near their feet and Sleeper Hold When your opponent is stiffing up on the ground, stand near their head and tap A Camel Clutch

hen your apparent is on all fours, stand near their head and tio A Running Alfacks

Running Shoulder Block When running toward your

opponent, top B Body Altack When running laward your opponent, the

Flying Lariah Shoulder Thrusts After bouncing off the ropes, run toward your opponent, tap B Spinning Wheel Kick

Tap A to grab your opponent, DX Punching Taunh Tap A to grab you opponent. tap B Frankensteiner Charge A tor two seconds to grab your opponent, tap A Tornado DDT

Charge A for two seconds to grab your opponent, tap B After bouncing of the ropes, run toward your apparent, tap (A B) Comin' Top Rope

Roos Flio Bounce off the ropes opposite from where your opponent is outside the ring and, while run ning toward them, charge A at the middle of the ring

Apron Atlacks Club to Chest When in the ring while your appo-nent is on the apron, tap A to grab them, tao A. or tao B.

Suplex to Inside When in the ring while your opponent is on the apron, charge A for two seconds to grab them, too A. or tao B

Guittotine While standing on the outside of the ring on the apron, tap A to grab your opponent, tap A, or tap B

Sunset Flip While standing on the outside of the ring on the aprox, charge A to grab your opponent, tap A, or tap B

Corner Moves Note: Perform the following moves when your opponent is in the corner stamed. Front Kick

Tap B Back-Elbow Strike Tao B 41, or tao B 41, or tao B 11. or top B 41

1000 When your opponent is stunne in a corner turnbuckle, charge A for two seconds to grab them top the analog stick in any X-Factor

When in close to your apparent charge A for two seconds to grab them, tap the analog stick in any direction

Note: Parform the following moves off the log race.

When your opponent is standing in the ring, press the directional pad toward the tumbuckle, tap

Flying Body Press When your opponent is standa

outside the ring, press the direc-tional and toward the turnburkle

Guillotine Leg Drop

When your apparent is lying in the ring, press the directional

pad toward the tumbuckle, top

When your opponent is lying out-side the ring, press the direction-

Finishing Moves

Robe: Perform the following waves when your Attitude Motor is Seshin

Bronco Buster

erd the tumbuckle, tap

Missile Drop Kick

ttom-C

tional ped town

Knee Drop

tap bottom-C

Sphning Hurrecenrana Pin When in close behind your opponent, charge A for two second to grab them, tap the analog stick in any direction



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Dreamcast

Ready 2 Rumble Boxing

Unlock Class Fighters, Leprechaun Corr







ars: At the Main Menu, select Championship mode, then elect New Game and enter any of the following as a Gym Name. When





er. At the character-select screen, enter any of the following codes listed elow while selecting a boxer to fight in any of the hidden arenas

ampionship Arena: ultan.ously hold L and R te Costumes: As the character-select screen.

taneously press X and Y to charge boxers into their alternate costumes. ore Energy: When your opponent is knocked down, rapidly press L and R to restore some

elect screen, press and hold X, and then press L and R while selecting a boxer. egopark, NY



Note: A _ designates a blank space

you go to choose your character, the corresponding class of bosens will be unlocked.	
Note: A _ designates a blank	грасе.
Bronz., Class.	RUMBLE_POWER
Champ Class:	POD_5!
Gold Class:	MOSMAT

Dreamcast

Power Stone





Dreamcast TrickStyle

Oulek Start



the word "Go" appears to perform a quick start.



During the countdown before the start of a race, press and hold R when



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Password Cheats

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Level Passwords: At the main menu, select Codes. Enter any of the passwords listed below to warp to these tracks.

Beginner Difficulty Tracks

YRDR

Runs: GTSNJIL0 Junk Yard: J*XQYN4G

The Heights spiroriges ←
Amer Valley: YYCSp2L3F→89↓8→87

Intermediate Difficulty Tracks

Runs: GBGJ5MTL

junk Yard: JMJMQL78

The Heights MJNPT=XXXII

Voodoo kind: PJPSMR0*89R

Wavestoo VBVY2X80*9D782X

Alters Challeng: 181483C6KLJD889*048

Expert Difficulty Tracks

GAMERIO DECEMBER 1911

Junk Yird: JGJRLJP*
The Heights: MSNRs-→M7QM

Greenhill Pass: SKST#SDW†C61R

Alpine Challenge: 101231M5JLP↑C97980D

Dreamcast

The King of Fighters Dream Match '99





At the character-select screen, highlight a fighter, then press and hold Start and press A, B, X, or Y when selecting any of the fighters below.

Andy Bogard Kvo Kusanari

Kyo Kusanagi Mar Shiranui Orochi Chris Orochi Yashiro Robert Garcia Ryo Sakazaki Yun Sekazaki Omega Rugal Orochi Shermie Terry Bogard

R-Type Delta

Force Module Power-Ups









Surt a game and collect a Laser Crystal, then collect the Force Module that appears. After you've found both Itams, pause the game and enter any of the following codes. If you enter the code correctly, you'll have a chime. Uppause the game, and your Force Models will have maximum power. Blass Power-Ver Press and held LZ and oness LAF, Bairt-LWo, Down.

Right, Left, Up, Down, X.
Right Power-Up: Press and hold L2 and press Left, Right, Up, Down, Right, Left, Up, Down, El.

Yellow Power-Up: Press and hold L2 and press Left, Right, Up, Down, Right, Left, Up, Down, O.

R.TYPEZ

PANTEPAND WE WOOD IS LANGEST MULTIPLATORY GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

Fyoir planning to give genes a split to your feed shit holdery associated we know yould want to be sure the necligible. These an enjoyable securities, we know planning of specified excess you are the Canardhou, we know planning of people with the besinging you for show about the hest games to give. So you distinct to the ESRR (Grantilliment Software Range Board) ratings. Not every gene to the ESRR (Grantilliment Software Range Board) ratings. Not every gene a case of "E of "Expossive" like Dozelo King of Returned in this last suit. Use the ESRR arrings—it's just one more late thing that can make this is great holding for you show you got in.

GamePro remains your magazine.

Des Diher

Wes Nihel, Editor-in-Chief

ESRB RATINGS REVIEW

Note that the move shouting the meanance electronic entertainment industry adheres to a voluntary rong system developed by the Entritrainment Software. Rusing Board (SSRB) so consumes show what so expect before buying a wider or PC gene Earth gave evidence on Gorantino includes the ESBS strang, which inclinates the games' recommended gail evilent Following is a spack lays to the most common realings for complete descriptions, choice out the ESBS Wide sea www.ext.pdm.com cell 1800/1773.75 for more information.



Games rated everyone are fine for ages 6 and up. Like a G-rated film, they may contain minimal volence, comic misched, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into the category.



Games rated **TEEN** are suitable for ages IB and up. These games could have violent content, strong larguage, and/or suggestive themes smillar to what may be in a PG or PG-IB movie. Most one-on-one fighting games carn a Teen rating as do many outer-space shooting games.



Games rated MATURE are appropriate for older gamers, generally 17 and up. Much like an firsted film, Mature-rated games may contain more interest depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror advertished tables are the most common Mature-rated products.



Some of the sessor's most antiopasted games haven't been rated yet, which means the words **ANTIME PERODUC** may appear in also or early reviews of those products. When these games are released, look for the actual ESRB rating soon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

GamePro understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've



readers locate it throughout GamePro. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

DECEMBER 1999 Below is a list of games reviewed in the December issue of GamePro along with each game's ESRB rating:

Army Menuki Assacks

Stallistics

CTRE Cresh Yaum Bashig.

Earthwomy Jan 3D

Forespace 3

Forespace 3

Gather Fresh.

Stallistics

Gather Fresh.

Stallistics

St

NBA Showtime: NBA on NBC.

No Fear Downhill Mountain Bike Racing.

Poleimon Yellow Version: Special Pikachu Edition.

Rainbow Siz.

T

SAW-A-T-PRO

Dreamcast

Mortal Kombat Gold

Cheat Menu. Play as Goro. Pit Fatal, and More

















Use the directional pad to highlight a dip, then simultaneously press and hold L and R to

view the character's biography screen.



Cheat Menu: At the title screen, when the words "Press Start Button" are fishing, quickly press Up. Up. Down, Down, Left, Left, Right, Right, If you entered the code correctly, you'll hear someone laugh and then say, "Outstanding," Press Start, highlight Arcade, and then simultaneously press and hold L and R to open a cheat menu with the following option.

late: You must enter the Chest Mesu code in order to esoble the following codes. Easy Endings: First, enable the Easy Endings option on the Cheat Menu. Start a rame in Arcade mode and defeat one opponent

Fetelity 1: Birst, enable the Fistal I option on the Chest Menu. Start a same and press High Punch to perform your character's first famility. Fetelity 2: First, enable the Fatal 2 option on the Chest Menu. Start a game and press Low Punch to perform your character's second fatality

Pit Fatal: First, emble the Pit Fatal option on the Cheat Menu. Start a game and press and hold Down and High Punch to perform a stage fatality. One-Hit Fights: First, enable the Daneer option on the Cheek Menu. Start a game; both characters will have very low health bars, and you can end the fight with one hit









Play as Goro: First, enable the Cheat Menu code. Then, at the Select Your Fighters screen, highlight the Hidden icon at the bottom of the screen. While Hidden is highlighted, simultaneously press and hold L and R, and then press Up, Left, A.

Play as Noob Salbot: First, enable the Chezt Menu code, Then, at the Select Your Fighters screen, highlight the Hidden icon at the bottom of the screen. While Hidden is hehlichted, simultaneously press and hold L and R, and then press Up, Up, Left, Left, Left.

Play as Sektor: First, enable the Chent Menu code. Then, at the Select Your Fighters screen, highlight the Hidden icon at the bottom of the screen. While Hidden is highlighted, simultaneously press and hold L and R, and then press Up, Up, Up, Up, Left, Left, Left, Left

Dreamcast NFL 2K









At the man menu, select Options, then select Codes, Enter TIRRO and return to the Options menu. If you entered the code correctly, a screen with the message "TURBO feature now unlocked" will appear. Select Game Options, scroll down to Game Speed, and charge the speed to Turbo.



House of the Dead 2



Hold from partie

At the title screen, press Left, Left, Right, Right, Right, Left, Right, Start. If you entered the code correctly, a '10' will appear in the upper-init corner of the black screen before the game starts. Now you can see your score during the game.

ruyetterme, re

PlayStation

Street Sk8er

Open All Gates and Mirrored Courses, and More





Open All Gates and Mirrored Courses: At the main menu, press Right, O, D, Left, D, O, RI, LI. If you entered the code correctly, you'll hear a confirming sound.

Open all boards: At the main manu, press Right, Right, RI, R2, Left, Left, L.I, L2. If you entered the code correctly, you'll hear a confirming sound.

Hidden Characters

STREET TOUR



297

Play as Saraft At the main menu, press Left, Left, E., Right, Right, C., R.I., R.I. If you entered the code correctly, you'll hear a confirming sound. Play as Mide At the main menu, press Left, Right, O., E., R2, L1, L2, R1.

Play as Midd: At the main menu, press Left, Right, O, D, RZ, LI, LZ, RI. If you entered the code correctly, you'll hear a confirming zound. Play as Bonobot At the main menu, press Right, O, Left, Left, O, O, D, W you entered the code correctly, you'll have a confirming sound.

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Nintendo 64

NFL Blitz 2000





As the VS screen, you must priss the Turbo, Jum; and Plas buttons to chain, the three costs located undermost the beliener. The numbers in the following the distriction of mode and button in presend. After the local term been changed price the directional just or arrising sold in the inclinated drive to enable the could liquid result of the country of the country

Cheat	Turbo	Jump	Pass	Directio
Can Step Out of Bounds:	2	ı	- 1	Le
Always Quarterback:	2	2	2	Le
Always Receiver:	2	2	2	Rigi
Asphalt Field:	3	0	. 1	L
AstroTurf Reid:	3	0	3	L
Big Footbalt	0	ş	0	Rg
Big Head	2	0	0	Rigi
City Studium:	s	0	- 1	Le
Day Stadium:	s	0	1	Dox
Dirt Field:	3	_ 0	2	, L
Fast Passes:	2	5	0	L
Fast Turbo Running	0	3	2	L
Fog On:	0	3	0	Dow
Future Stadium:	s	0	2	Le
Grass Reid	3	0	0	·
Headless Team:	1	2	3	Rig
Hide Receiver Name:	1	0	2	Rigi
Huge Hendt	0	- 4	0	L
Hyper Blitz:	s	5	s	
Note: Both players must enter the H	yper Mtz cade			
Infinite Turbo:	S		4	U
Invisible:	4	3	3	U
Late Hits:	0	_1_	0	U
Night Game:	0	2	2	Rg
Night Stadium	5	0	2	Dow
No COLL Assissance				

ı	Cheat	Turbo	Jump	Pass	Direction
ı	No First Downs:	2	- 1	0	Up
ı	No Head:	3	2	- 1	Left
ı	No Interceptions	3	4	4	Up
ı	No Play Selection:	1	1	s	Left
ı	Nate. Both players must enter the No I	Nay Selection co	de		
ı	No Punting	- 1	S		Up
	No Random Fumbles:	4	2	3	Down
	Old Day Studium:	s	0	- 1	Up
	Old Night Studium	s	0	2	Up
	Old Snow Stadium:	s	0	3	Up
	Power Up Blockers:	3	- 1	2	Left
	Power Up Speed:	4	0	4	Left
	Note Both players must enter the Powe	r Lip Spood coo	fe.		
	Power Up Defense:	4	2	- 1	Up
	Power Up Offense.	3	1	2	Up
	Power Up Teammates:	2	3	3	Up
	Rainy Weather:		S	5	Right
	Roman Studium:		0	3	Left
	Smart CPU opponent:	3	- 1	4	Down
	Note: The Smort CPU Opponent code of	ed work only in	e two-player p	parag.	
	Super Bitzing	0	4	\$	Up
	Super Reld Goals:	1	2	3	Left
I	Show Reld Goal Percentage:		0	- 1	Down
	Show More of the Field	0	2	- 1	Right
-	Note Both players must enter the Show	More of the R	old code.		
1	Show Purit Hang Meter:	. 0	0	- 1	Right
1	Snow Stadium:	s	0	3	Down
1	Snowy Field:	3	0	4	Up
-	Snowy Wenther:	\$	2	5	Down
	Team Has Big Heads:	2	0	. 3	Right
-	Team Has Tirry Players:	3	1	0	Right
	Thick Fog On:		4	1	Down
	Turn Off Stadium:	s	0	0	Left
	Use Team Plays:	1	0	ò	Up

imament made code will work only in a two-blover some



PlayStation NFL Blitz 2000

Hidden Players







on menu, select Arcade mode, Select YES when asked to "Enter Code for Record Keeping," and then enter one of the following names and PIN numbers at the Enter Initials screen. When the name is entered cornectly, a voice will say, "Lights out, beby!"

Character	Initials	PIN
Brainc	BRAIN	1111
Dan Forden:	PORDEN	1111
Dan Thompson	DANIEL	0604
Demon Shinok:	SHINOK	8337
jmon Skilta.	JASON	3141
jeff Johnson:	JAPPLE	6660
Jennfer Hedrick	JENIPR	3333
Jim Gentile:	GRNTIL	1111
John Root	ROOT	6000
Luis Mangubat:	LUIS	3333
Mark Farmet	TURNELL	0322
Raiders	RAIDEN	3691
Sel Divitac	SAL	0201
Skult	SKULL	1111



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Dreamcast

Marvel vs. Capcom





At the Select Your Heroes! screen, enter any of the following codes to play as these hidden fighters. The codes are the same for both players.

Play as Gold War Machine: At the Select Your Heroed screen, put the cursor on Zanglef and press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, If you entered the code correctly, you should land on a new box above Zanzief. Put the cursor on this new box, then press any Punch or Kick button to play as Gold War Machine.

Play as Mortgan/Little Az the Select Your Herped screen, but the cursor on Zangiel and press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down. If you entered the code correctly, you should land on a new box under War Machine. Put the cursor on this new box, then press any Punch or Kick button to play as Morrigan/Lifth.

Play as Orange Hulk: At the Select Your Heroes! screen, put the cursor on Chun-Li and press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up. Up. Down, Down, Down, Down, Up. Up. Up. Up. Up. Left, Up. If entered the code correctly, you should land on a new box above Ryu. Put. the cursor on this new box, then press any Punch or Kick button to play as Orange Hulk,

May as Red Venom: At the Select Your Heroes! screen, put the cursor on Chun-Li and press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Down, Left, Left, Down, Down, Right, Right, Un. Un. Un. Un. Left, Left, Un. If you entered the code correctly. you should land on a new box above Chun-Li. Put the cursor on this new box, then press any Punch or Kick button to ply as Red Venom.

Play as Roll: At the Select Your Hernes! screen, Put the cursor on Zanelef and press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right. If you entered the code correctly. you should land on a new box to the right of Meg. Man. But the cursor on this new how then press any Punch or Kick button to nix as Roll.

Play as Shadow Lady: At the Select Your Herpes! screen, put the cursor on Morrigan and press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, ht, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down. If you entered the code correctly you will land on a new box under Gambit. Put the cursor on this new box, then press any Punch or Kick button to play as Studow Lade

Switch Starting Fighter

Select your characters, then simultaneously press and hold LP, MP, and HP at the VS screen before the fight. When the match begins, the second character you chose at the Choose Your Herous! screen will start.

Select Special Partner

After selecting your second fighter, quickly enter the following button presses to select your Special Partner manually.

Ante: Press and hold Start, then simultaneously press and hold LP. MP, and HP. Arthur: Press and hold Start, then simultaneously press and hold LP

and MP. Colossus: Press and hold Start, then simultaneously press and hold I P MP and MK.

Cydops: Press and hold Start, then simultaneously press and hold LP,

MP and LK.

Devict: Press and hold Start, then press and hold MP.

keman: Press and hold Start, then simultaneously press and hold MP and MK. Jublies: Press and hold Start, then simultaneously press and hold MP,

HP and LK. Juggemaut: Press and hold Start, then simultaneously press and hold

LP and MK. Lour Press and hold Start, then press and hold MP.

Magneto: Press and hold Start, then simultaneously press and hold

HP and LK. Michelle Heart: Press and hold Start, then simultaneously press and

old LP and LK. Psylocke: Press and hold Start, then press and hold MK. Pure and Fur: Press and hold Start, then press and hold LK.

Roque: Press and hold Start, then simultaneously press and hold LP. MP HP and I K.

Seld: Press and hold Start, and then press and hold HP. Sentinet Press and hold Start, then simultaneously press and hold MP, HP, and MK.

Shadow: Press and hold Start, then simultaneously press LP, HP. and MK. Storm: Press and hold Start, then simultaneously press LP, HP,

and LK. Thor: Press and hold Start, then simultaneously press and hold LK

Ton-Pu: Press and hold Start, then simultaneously press and hold LP and HP.

Unknown Soldier: Press and hold Start, then press and hold LP. US Agent: Press and hold Start, then simultaneously press and hold

HP and MK Clean Pause





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Pause the game, then press and hold Y, and press X. If you entered the code correctly, the screen won't darken and the word "Pause" will no longer appear when you pause the came.

S.W.A.T.PRO

Dreamcast







At the V5 screen, you must press the Turbo, Jump, and Pass buttons to change the three icons located under the team betwees. The numbers in the following list indicate the number of times each button should be pressed. After the icons have been changed, you'll need to press the directional pad in the indi-cated direction to enable the code. If you entered the code correctly you will see the name of the code and hear a chane. For example, so enter "1-2-3 Left," press Turbo once, Jump twice, Pass three times, and Left on the direc-

tional pad.					
Nate. Mare than one code may be activated per game					
Cheat	Turbo	Jump	Pass	Direction:	
Can Step Out of Bounds:	2	1	1	Left	
Always Quarterback:	2	2	2	Left	
Big Football:	0	5	0	Right	
Big Head:	2	0	. 0	Right	
Fast Turbo Running		3	2	Left	
Fast Passes	2	5	0	Left	
Green Bay Packers Playbook:	1	2	2	Left	
Hide Receiver Name:	1	0	2	Right	
Huge Head	0	4	0	Up	
Hyper Blitz:	5	5	5	Up	
Note, Both players must enter the Hijber Biltz Code					
Infinite Turbo:	5		4	Up	
Irmsble	4	3	3	Up	
Late Hits:	0	1.	0	Up	
Muddy Field:	5	2	5	Down	
No CPU Assistance:	0	1	2	Down	
Note: Both players must enter the Na CPU Assistance code					
No First Downs:	2		0	Up	





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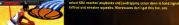


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